PRIMA GAMES

Enemies

Enemies

Goombas

Goombas are one of the most common enemies you'll encounter. These grumpy little creatures generally patrol small areas, waddling toward Mario whenever they spot him. To defeat a Goomba, simply hop onto its head—one jump, and it's done.

If a Goomba has a Tanooki tail, a little more caution is advised. Tail Goombas jump toward you, and a midair collision can be a painful experience. When it lands, the Tanooki Goomba performs a tail whip. Jump over the attack to safely land on its head.

When a Goomba has wings, it's known as a Paragoomba. These enemies are just as vulnerable to your jumps, but they're generally a bit harder to reach. Paragoombas don't usually react to Mario's presence, so it's often easier to slip right past them.

Biddybuds

Biddybuds aren't particularly aggressive, but that doesn't mean they aren't dangerous! These creatures usually appear in groups, circling platforms or marching in formation. Jump on a Biddybud to defeat it.

Winged Biddybuds, or Para-Biddybuds, follow predetermined paths as they patrol the skies. Like their earthbound counterparts, Para-Biddybuds can be defeated with a simple jump.

Koopa Troopas

When you jump on a Koopa Troopa, it tucks into its shell. Once this happens, you can kick the shell into nearby enemies. Position yourself so that the shell is directly between you and your target, then run straight ahead to launch a powerful projectile along the ground.

Caution

Green Shells plow right through most enemies, but they ricochet off of walls. When you kick one, make sure you don't find yourself caught in its path!

The Bros

These dangerous enemies may look similar to Koopa Troopas, but their projectile attacks make them much more formidable. Hammer Bros can be identified by their green outfits. When they spot you, they attack by throwing hammers.

Boomerang Bros don blue outfits. As you can probably guess, they attack by throwing boomerangs. After two throws, a Bro usually jumps to a new location before resuming his attacks. To defeat a Bro, get in close and jump on his head.

Stingbies

When you're traversing precarious platforms, few enemies pose a larger threat than the Stingby. Stingbies are extremely territorial, and they're always prepared to deal with trespassers. Jump on these enemies to defeat them, but make sure you avoid their stingers. Stingbies can chase you over long distances, but they aren't able to change their altitude. If you're just looking to avoid a fight, make your way to higher ground or drop down out of their paths.

Piranha Plants

Throughout your adventure, you'll encounter a variety of Piranha Plants. The color of each plant indicates its specific attack. Red Piranha Plants wait for you to get close, then they lunge forward and snap their jaws. Inky Piranha Plants are black with white spots. These enemies spit out globs of ink that temporarily obscure your vision. Fire Piranha Plants, which are black with orange dots, begin spitting fireballs as soon as they see you. All three varieties are vulnerable to your jumps. As long as you remember to dodge their attacks, they shouldn't give you much trouble.

Cheep Cheeps

Cheep Cheeps are common enemies found in underwater areas. These wide-eyed fish are usually content to let you swim right past them, but you'll take some damage if you brush up against one. If you'd rather not take your chances, use an underwater ground pound to attack a Cheep Cheep from above.

Bloopers

Bloopers are another common aquatic enemy. These sneaky squids are more aggressive than Cheep Cheeps, so it's usually best to keep your distance. The Blooper's erratic movements can make it hard to dodge in tight spaces, so they'll put your swimming skills to the test. To defeat one of these enemies without the aid of a power-up, use an underwater ground pound to attack them from above—just watch out for the Blooper's charge! After a Blooper winds up to attack, it swims upward with a sudden burst of speed.

Porcupuffers

Porcupuffers aren't aggressive, but their large size often makes it difficult to swim past them. The Porcupuffer's spikes protect it from standard attacks, but a single fireball is enough to take one out. If you find yourself without a suitable power-up, however, you'll have to rely on precision swimming. Porcupuffers usually follow a predetermined path. As long as you keep your distance, you should be able to pass right by them.

Spike Eels

Spike Eels are big, durable, and always ready for a meal. These giant creatures are spread throughout most underwater areas, waiting in their dens for a tasty snack to swim by. Luckily, Spike Eels are usually very easy to spot. When you approach a Spike Eel, it swims about halfway out of its den. After a moment, it pulls back into its den and repeats the process. If you have a suitable power-up, you can hit a Spike Eel with a few projectiles to make it back off. If you keep attacking, you'll eventually defeat it. This takes a fairly long time, however, so it is usually best to swim past them.

Tip

Mario's Statue form is powerful enough to defeat a Spike Eel with a single ground pound. Statue Leaves aren't generally provided in underwater areas, so consider bringing one along when you head into one of these levels.

Thwomps

Thwomps are immune to all standard attacks, so don't bother trying to harm them. When you approach a sleeping Thwomp, its eyes spring open and it slams to the ground. As long as you stay near it, the agitated enemy slams down at regular intervals. Between each attack, you usually have just enough time to dash through the impact zone.

These creatures are most commonly found in Bowser's castles, but you'll encounter them in a variety of other levels, too. On rare occasions, you'll even find Thwomps equipped with Tanooki tails. Tail Thwomps are much more mobile than their wall-sliding counterparts, but they use a similar slam attack.

Wallops

Despite their size, Wallops are incredibly nimble creatures. When you approach one, it blocks your path by mirroring each of your movements. Hop up to bait the Wallop into doing the same, then slip past it while it slams to the ground. Like Thwomps, Wallops are immune to standard attacks, but these enemies can often be used as mobile platforms.

Draglets

Draglets may not be the fastest-moving enemies, but their fireballs make them fairly effective guards. When you approach one of these creatures, it takes a deep breath to build up an attack. Dash in and jump on a Draglet's head to finish it off quickly.

Dry Bones

These enemies may seem fragile, but Dry Bones are one of the game's most resilient creatures. When you jump on a Dry Bones, it crumbles to pieces. Unfortunately, your victory is short lived—within moments, a downed Dry Bones is back in the fight. You can repeat the process as often as you like, but the result is always the same.

Magikoopas

Magikoopas can be a handful! These enemies appear out of thin air, conjure a magical attack, then vanish from sight to start the whole process over. If you can reach one of these elusive enemies, you can defeat it by jumping on its head. A Magikoopa is most vulnerable just before it casts a spell, so that's your best opportunity to attack. It's not always possible to get in close, however. If a Magikoopa proves particularly troublesome, it is usually best to simply move on.

Lava Bubbles

Lava Bubbles are living fireballs that can be found in most of Bowser's castles. These creatures can't be destroyed, so it's best to move past as quickly as possible. Lava Bubbles aren't particularly hostile, but they do have a knack for springing into your path when you least expect it.

Magmaarghs

Magmaarghs are large lava-dwelling monsters. After a Magmaargh emerges, it moves straight ahead, passing through any obstacles in its path. These enemies are immune to all attacks, but they're fairly easy to avoid. Just wait for the Magmaargh to pass by, then continue on your way before the next one emerges.

Monty Moles

These sneaky little critters are generally found in underground areas. Monty Moles burrow out of sight, only to spring up when you approach. After they emerge, they usually follow a predetermined path. Monty Moles almost always appear in groups, but as long as you survive the initial ambush, they aren't particularly difficult to handle. Step aside to let a Monty Mole walk right past you, or jump on its head to defeat it.

Morty Moles

Morty Moles can be found in underground areas, but they venture up to the surface on occasion. They don't react to your presence, but these oversized enemies can still be a handful. You must jump on a Morty Mole two times to defeat it. As they tend to appear in narrow passages, this may not always be an option. When you don't have enough space to jump, look for a power-up, or find a route that takes you around them.

Rocky Wrenches

Rocky Wrenches are commonly found on airships, but you'll have to deal with them in a variety of levels. These crafty moles show themselves just long enough to throw a wrench at you before dropping back out of sight. To defeat a Rocky Wrench, dodge its attack and jump on its head.

Bullet Bills

These fast-moving enemies mean business! Once fired, Bullet Bills travel in a straight line, ready to take out anyone unfortunate enough to be in their path. You can jump on a Bullet Bill to defeat it, but it is usually best to simply stay out of its way.

Banzai Bills are much larger than Bullet Bills, but they're fairly similar in most respects. Like Bullet Bills, Banzai Bills are vulnerable to your jumps. Of course, it's much more difficult to get above these massive enemies.

Every so often you'll spot a Tail Bullet Bill. This enemy performs tail whips as it travels along its path, so use caution if you try to slip past one.

Bob-ombs

Bob-ombs may be small, but they pack quite a punch. When left alone, a Bob-omb wanders aimlessly around a small area. If you get too close, however, the Bob-omb scrambles toward you as it prepares to detonate. Kick flashing Bob-ombs away from you, or use a projectile to cause an instant explosion. When you stumble upon a group of these enemies, it's generally best to retreat until they explode.

Fuzzies

Fuzzies are usually found on tightropes, but these odd little guys often travel along special tracks. Fuzzies rarely work alone. If you find one, chances are there are more in the area. These critters are immune to your attacks, so you'll generally have to find a way around them.

Sandmaarghs

Sandmaarghs lurk underground, just waiting for the chance to spring to the surface. Watch the shadow as it approaches. When the Sandmaargh is directly below you, the shadow disappears. When that happens, jump away to dodge the beast as it breaks through the surface. To defeat the Sandmaargh, hop on its head before it dives back underground.

Pokeys

Pokeys may sport friendly grins, but these prickly foes are best avoided. However, if you have an appropriate power-up, you can use boomerangs, fireballs, or tail whips to take down these opponents a piece at a time. Damage a Pokey's head to defeat it.

Spinies

With their spike-covered shells, Spinies are able to fend off most attackers. These bulky turtles are fairly aggressive, so it's usually best to keep your distance. Their tops are well protected, but they're still vulnerable from the side. A fireball, boomerang, or tail whip is all it takes to dispatch a Spiny. If you don't have a suitable power-up, however, Spinies are best left alone.

Flophoppers

When it comes to dealing with the Flophopper, it's all about choosing the right moment. One half of its body is covered in deadly spikes; the other half is completely unprotected. The Flophopper moves by flipping end over end, regularly exposing its vulnerable underbelly in the process. When its spikes are safely out of the way, jump onto a Flophopper to take it down.

Prongos

Prongos are protected by heavy armor, so there's no sense in facing them head-on. Instead, wait for your enemy to make the first move. When a Prongo attacks, it jumps in the air and dives toward you. If you step out of the way, the overeager enemy drives itself into the ground. Jump onto its flailing legs to defeat it.

Prongos can deflect fireballs and boomerangs, but the Tanooki Suit's tail whip is capable of knocking them off their feet. You still have to finish them off with a jump, but it certainly speeds up the process.

Blokkabloks

Blokkabloks often contain useful power-ups, so it's usually worth having a look. The top of a Blokkablok is covered in spikes, so you have to attack from below. As a Blokkablok circles an area, it usually alternates between floating in the air and sliding along the ground. These enemies always follow predetermined paths. Watch a Blokkablok as it circles an area, then move into a suitable location along its path. Crouch down and wait for the enemy to return, then jump up to hit each Block in its body.

Caution

You must hit every Block to defeat the enemy. If you miss one, make sure you crouch under the spike as its tail passes over you.

Fake Blocks

Fake Blocks blend right into the environment, waiting for a chance to pounce. When you approach a Fake Block, it blinks its eyes and springs into action. Stay clear of its attack, then jump on it and smash it from above.

Chain Chomps

Chain Chomps are fast, tough, and downright ferocious. When you approach a Chain Chomp, it lunges at you with startling speed. If you manage to avoid the attack, it's only because your enemy is securely fastened to the ground. Chain Chomps are immune to your attacks, so nothing short of a Super Star can overcome their snapping jaws. These enemies are often used to guard important objects. When you need to venture into a Chain Chomp's territory, bait it into attacking before you move into range. After it lunges, the Chain Chomp takes a couple of seconds to recover—make sure you're back out of range before it does!

Boos

Boos are about as sneaky as it gets. These devious little ghosts only approach while your back is turned. When you face a Boo, it covers its eyes, hoping you won't notice it. Boos are immune to all standard attacks, so unless you find a Super Star nearby, you don't have much choice but to play along. More common power-ups won't defeat these enemies, but they can allow you to escape dangerous situations. When you hit a Boo with a fireball, boomerang, or tail whip, it temporarily disappears.

Tail Boos are a little more aggressive than standard Boos. When your back is turned to one of these enemies, they move in with a series of tail whips.

Big Boos behave exactly like the smaller versions, but these massive enemies are completely immune to projectiles and tail whips.

Peepa

Peepa aren't aggressive, but their eerie gaze can be a little unnerving. These grinning ghosts usually appear in large groups, twirling gracefully as they circle the area. Like Boos, Peepa temporarily vanish when you hit them with a fireball, boomerang, or tail whip.

Coin Coffers

Coin Coffers aren't easy to find, but they're well worth tracking down. When you stumble across a Coin Coffer's hiding spot, it attempts to flee. Jump on its head five times to defeat it. If you land all five jumps without touching the ground, you're rewarded with an extra life.

Tip

Ground pound a Coin Coffer to defeat it in one hit!

Worlds

World One

World 1-1

Star Medal

The first Star Medal is located near the beginning of the level. Hit the ? Block at Point 1 to reveal a Super Leaf, then move toward the bottom of the screen. When you spot the tightrope to the right, hop on and collect the Star Medal.

Smash the crate at Point 2 and head into the secret area. After you collect the hidden 1-Up Mushroom, turn around and head back outside.

Star Medal

After you reach the Checkpoint Flag, move to the left and climb the tree near the wall. When you reach the top of the tree, handspring onto the Note Block and bounce up to the floating platform. Enter the nearby Pipe to find a secret area. Reaching the Star Medal isn’t quite as simple as it seems. Jump up to the view plate to shift the camera angle, then jump over and grab the Star Medal on the other side of the room.

Tip

Don’t be too quick to move past the checkpoint. Run through the Fluff to reveal a Super Mushroom, and climb the remaining trees to find a coin and a hidden Super Leaf!

Defeat the Tail Goomba in the tunnel to collect a Super Leaf. Jump up to the single Block and smash it to uncover a Tail Wheel. Tail-whip the Tail Wheel to raise the platform through a hole in the tunnel’s ceiling. Jump off of the platform before it drops back to the ground. Grab the green + Clock, then smash the crates and search the area for coins. When you’re ready to continue, follow the trail of coins back down to the main path.

Use the Binoculars to get a better look at the rest of the level. Scan the area for the remaining Star Medal, then look for Toad near the Goal Pole at the end of the level. When you zoom in on Toad, he attempts to show you how to complete the level.

Star Medal

The level’s last Star Medal is floating high above the main path. Use the Note Block on the path’s left side and climb the steps to the tightrope. Move to the center of the tightrope, then bounce up to grab the Star Medal. Continue across the tightrope and hit the ? Block on the next platform to collect another Super Leaf.

Tip

Run through the Fluff beneath the tightrope to reveal a Super Mushroom.

The Big Tail Goomba can be a troublesome obstacle. To help overcome its size advantage, climb up to the platform on the path’s right side and drop down for a surprise attack.

World 1-2

There’s a Fire Flower in one of the ? Blocks at Point 1. Grab this useful power-up to make your run through the level much easier.

Star Medal

After you deal with the Inky Piranha Plant, move to the right edge of the bridge. When the bridge rotates around, it takes you right through the level’s first Star Medal.

Don’t miss the coin past the Checkpoint Flag—collect it to reveal a hidden trail of coins in the area.

Before you deal with the Koopa Troopas at Point 4, locate the Invisible Blocks near the room’s entrance to find a Super Star. Use the brief period of invincibility to clear out the Koopa Troopas without worrying about stray Green Shells. Check the ? Blocks to find another Fire Flower before you move on.

Tip

Hop onto the ? Blocks along the back wall. Jump up to find a hidden ledge, then move to the left to collect a 1-Up Mushroom. If you follow the ledge to the right, you’ll eventually find a World Warp Pipe that leads to World 2.

Star Medal

The level’s second Star Medal is located at Point 5. The secret area’s exit Pipe places you past the Star Medal, so be sure to head back if you need to collect it. Clear out the Inky Piranha Plant, then walk across the moving platforms. When the platform passes under the Star Medal, jump up to collect it.

Star Medal

When you reach the wooden bridge, look for the Star Medal along the back wall. Avoid the spiked balls as you make your way across the bridge. After you’re safely across the gap, move to the back wall and clear out the Inky Piranha Plants along the ledge to the left. Jump up to collect the Star Medal before you move on.

If your Fire Flower power-up is still active, use a fireball to ignite the pedestal at Point 7. Collect the revealed coins, then use the Pipe to reach the level’s Goal Pole.

World 1—Mystery Box

After you complete World 1-2, you gain access to your first Mystery Box. This Mystery Box serves as a tutorial, but it also gives you the chance to earn a Star Medal. Grab the Fire Flower near the back wall, then destroy the Goomba Boards and collect your reward before time runs out.

World 1-3

Star Medal

To collect the level’s first Star Medal, you’ll need a little help from an old friend. When the level starts, use the nearby Binoculars to locate Toad up on the cliffs to the right. When you zoom in on Toad, he throws the Star Medal into place. When you’re ready to collect the Star Medal, use the Note Block to bounce up and grab it.

Tip

You don’t need to collect the Star Medal right away. Make sure you hit the nearby Roulette Block before you move up the path.

After you enter the Mystery Box at Point 2, run to the ? Block to the right. This ? Block contains an endless supply of coins, so collect as many as you can before time runs out.

There's a hidden Pipe below the blue grate at Point 3. When you're ready to move on, drop down from the ledge and use the Pipe to enter a secret area. Before you leave, hit the Block near the right wall to reveal a Fire Flower.

Ground-pound the tree stumps to collect some coins and a Super Leaf. Clear out the Fire Piranha Plants to earn a Fire Flower. There are some tricky areas coming up, so consider switching back to the Tanooki Suit after you grab the new power-up. You can drop down from the nearby blue grate and follow the cloud platforms down to another Star Medal, but you won’t be able to return to this area. There’s an alternate path down to the Goal Pole, so consider exploring the area fully before you choose a route.

Tip

Before you leave the area, look for the hidden tunnel near Point 3. When you find the entrance, head inside to collect a 1-Up Mushroom.

Star Medal

Use the Super Note Block at Point 5 to bounce up to a secret area. Jump along the cloud platforms to find the Star Medal at the end of the path. A large jump can send you soaring right over the Star Medal, so use the trail of coins to help ensure a proper approach. If you miss the Star Medal, you must revisit the level to make another attempt.

Red Ring

Jump through the Red Ring at Point 6 for a chance to grab another power-up. You don’t have much time, so hop between the cloud platforms as they move across the gap.

Star Medal

To collect the remaining Star Medal, head back to the blue grate near the tree stumps. Drop down along the moving cloud platforms until you see the Star Medal. Make sure you time your jump with the moving platforms to ensure a safe landing. When the platform moves back to the right, follow the coins down toward the end of the level.

World 1-4

Note

You must collect a total of three Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

Jump up and hit the ? Block at Point 1 to reveal a Super Leaf. The Tanooki Suit’s tail whip is a great way to clear enemies from the tracks, so make sure you’re in a position to catch it when it appears.

Star Medal

Use the geyser at Point 2 to launch the Switchboard onto the tracks above you. The geyser erupts at regular intervals, so try to match its timing. After you grab the Star Medal, drop back down to the lower tracks and continue through the level.

After you reach the Checkpoint Flag, continue onto the next

Star Medal

Switchboard and look for the Star Medal below you. Follow the coins down to the lower tracks, then move back to the left. Watch out for the Paragoomba guarding the area, and make sure you reverse direction before the Switchboard drops off the edge of the tracks.

Hop off of the Switchboard to enter the Mystery Box at Point 4. Hit the ? Block on the left to reveal a Super Leaf, then use the remaining time to collect as many coins as possible.

Star Medal

When you reach the geysers at Point 5, jump in place to slow down the Switchboard. When the water drops down, move over the first geyser. Alternate directions to keep the Switchboard in place until the geyser launches you to the upper tracks. Collect the Star Medal to the left, then turn around and drop back down to the lower tracks. When the geysers die down, continue to the right and grab the green + Clock at the end of the tracks. When you’re ready to continue, use the geyser to return to the upper tracks.

Before you head into the Pipe, move the Switchboard back to the left, and hit the ? Block at the end of the tracks. When the 1-Up Mushroom appears, move quickly to grab it before it slides off the Switchboard.

To reach the top of this level’s Goal Pole, make a running jump from the Switchboard as it reaches the end of the upper tracks. Normally, a successful jump requires precision timing, but the Tanooki Suit can be used to make the task much easier.

World 1—Toad House

After you complete World 1-4, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Fire Flower. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

World 1—Castle

Star Medal

This level’s first Star Medal is floating above a pool of lava. A Lava Bubble surfaces from the pool at regular intervals. To safely collect the Star Medal, time your jump to avoid this fiery obstacle.

When you reach the first Dry Bones, hit the nearby ? Block and collect a Super Leaf. The Tanooki Suit can be a great help in navigating the castle’s many obstacles.

Tip

There’s a Super Star hidden in an Invisible Block near the Checkpoint Flag. Stand on the platform’s back-left corner and jump straight up to find it.

Star Medal

The Star Medal at Point 3 is on a small platform attached to the main path. Jump over the rotating fireballs and grab the Star Medal as you continue through the castle.

Star Medal

Don’t rush past the two Thwomps at Point 4! Wall-jump onto the second Thwomp, or slip into the space behind it and wall-jump all the way to the Star Medal. Bowser guards the path ahead, so consider using the nearby Binoculars to get a look at the area. When you’re ready to move on, drop back down to the main path.

Boss Battle: Tail Bowser

When Bowser appears, he begins spitting fireballs at you. The walkway provides some cover from the attacks, but you’ll need to dodge a few fireballs on your way to face Bowser. Move quickly when you’re exposed, and keep an eye out for the Dry Bones along the path.

As you approach the bridge, Bowser moves in to block your path. Continue to dodge his fireballs until you see a chance to move past him. His attacks destroy the nearby columns on impact, so draw his fire to these targets if you’d like to collect some coins and a Super Mushroom.

Occasionally, Bowser jumps into the air. If you’re close enough, you may be able to dash underneath him before he lands. For a safer alternative, wait for Bowser to move out of the center of the path, then use the opening to slip past him. If you suffer any damage during the encounter, be sure to take advantage of your momentary invincibility—dash along the edge of the bridge before he has a chance to land another attack.

When you slip past Bowser, he uses a long jump to move ahead of you. Keep running until you see Bowser’s shadow closing in, then hang back to stay clear of his landing. Repeat the process until you reach the switch at the end of the bridge. Jump onto the switch to complete the encounter, then continue to the end of the level.

Worlds

World Two

World 2-1

Star Medal

Use the Binoculars at the start of the level to locate Toad near the top of the castle. When you zoom in on him, Toad tosses a Star Medal onto a distant platform. When you make your way to the Star Medal's location, use the rubber platforms to reach it.

Tip

One of the Fluffs near Point 1 contains a Super Mushroom.

One of the ? Blocks at Point 2 contains a Super Leaf. After you collect it, head toward the castle and hit the Roulette Block to grab another power-up.

Star Medal

To collect this level's second Star Medal, find the Pipe at Point 3. Defeat the Piranha Plant, then use the Pipe to enter a secret area. Step onto the view plate to reveal the Star Medal's true location, then jump up along the used Blocks on the right wall. The used Block below the Star Medal casts a shadow on the ground, so use this to line up your jump. Hop across to grab your prize, then drop to the ground and head back through the Pipe.

Trigger the P Switch at Point 4 to reveal a trail of musical notes. Collect all of the notes before they vanish to earn a Super Leaf. After you collect your power-up, enter the secret passage to the right and grab a 1-Up Mushroom.

Star Medal

Before you climb the castle, look for the Star Medal to the right of the stairs. Clear out the Goomba patrolling the area, then slip through the opening behind the stairs to collect the Star Medal.

Kick the Rock at Point 6 to uncover a Coin Coffer. Jump on the cowardly enemy five times without touching the ground to earn an extra life.

To reach the top of the Goal Pole, step on the Flip Panel at Point 7, then climb up to the rubber pad. A well-aimed bounce will take you clear to your target, but the Tanooki Suit makes your task much easier.

World 2-2

Note

To progress through this level, you must use a number of Flip Panels to create temporary walkways. Many of the walkways pass over hazardous areas, so move quickly to cross each walkway before it disappears.

After you collect the Star Medal, drop down and use the Pipe below the walkway to enter a secret area.

Star Medal

The first Star Medal is floating along the back wall at the start of the level. Step on the Flip Panel on the ledge to the right, then follow the walkway to collect the Star Medal. Before you move on, drop down and enter the Pipe to the right to find a secret area.

When you reach Point 2, make a running leap through the coins to the left. Hit the ? Block on the next platform to collect a Fire Flower, then leap back to the main path. The gap is fairly large, so make sure you're running at full speed before you attempt the jump.

Star Medal

Light the pedestal at Point 3 to reveal a trail of coins. Follow the coins to find a secret area containing a Star Medal and a green + Clock.

Tip

If you no longer have the Fire Flower, you can still collect the Star Medal and + Clock from the secret area.

After you collect the blue + Clock at Point 4, smash the Blocks to reveal a Super Leaf. The Flying ? Block to the right contains a stash of coins, but be sure you stay ahead of the vanishing tiles if you choose to collect those coins.

Star Medal

Once you're outside, drop down from the Pipe and move to the building to the left. Use a somersault or tail whip to smash through the Blocks long the base of the building, then head inside. Perform a wall jump off of the back wall, then collect the level's last Star Medal from the ledge.

World 2—Mystery Box

After you complete World 2-2, you unlock another Mystery Box. This Mystery Box contains a random encounter. Clear the area and collect your reward before time runs out.

World 2-3

The level starts on a Mario-shaped platform. Before you trigger the nearby P Switches, hit the ? Block to collect a Propeller Box—you'll need this power-up to collect many of the coins revealed by the P Switches.

Note

The Propeller Box is the simplest way to move between platforms. There are several Propeller Box power-ups spread throughout this level, so be sure to grab a new one if you take damage from an enemy.

There's a Tail Wheel hidden in a single Block on the platform. If you don't have a Super Leaf handy, you can get one from the P Switch at Point 2. Land on the P Switch to reveal a trail of musical notes. Use the Propeller Box to fly above the nearby coin ring, then drop straight through the notes. Collect all of the notes before they vanish to earn your power-up.

Star Medal

When you have a Tanooki Suit, use the Tail Wheel on the first platform. Tail-whip the wheel until you reach the Luigi-shaped platform directly above you. Collect the Star Medal from the center of the platform, then use the P Switch to reveal more coins. When you're ready to continue, drop down from the platform and hold the jump button to make a controlled landing.

Red Ring

Smash the single Block at Point 4 to reveal a Tail Wheel, then use a series of tail whips to reach the Red Ring far above the platform. Clear the Paragoomba out of the way, and touch the Red Ring before the platform drops away. Jump up and use the Propeller Box to collect the Red Coins directly above you. Grab them all to earn another power-up, then drop back down to the mushroom-shaped platform.

Star Medal

Make sure you have a Propeller Box power-up before you attempt to collect the Star Medal at Point 5. Jump onto the Paragoomba to clear a path, then drop down through the coin ring to grab the Star Medal. As soon as you collect it, use the Propeller Box to fly back up, then make a safe landing on one of the nearby platforms.

Star Medal

Smash the single Block at Point 6 to reveal a Tail Wheel, then use it to reach the coins high above the platform. With the help of a Propeller Box power-up, jump through the coins to collect the level's last Star Medal.

Before you complete the level, enter the small castle just past the Goal Pole to find a secret platform. Collect the 1-Up Mushroom near the center of the area, then use the Warp Box to exit the area.

World 2-4

The Red-Blue Panels throughout this level flip positions each time you jump. Plan your jumps carefully to ensure that there's always a platform to land on.

Tip

Pesky Stingbies can pressure you into making unplanned jumps, so try to deal with them on solid ground. Draw them away from Red-Blue Platforms to deal with them at a safe location.

One of the Blocks at Point 2 holds a Super Leaf. You'll need the Tanooki Suit's tail whip to collect one of the upcoming Star Medals, so make sure you grab the power-up before you continue through the level.

Star Medal

Before you collect the Star Medal at Point 3, wait for a Goomba to pop out of the nearby Baddie Box. When the Goomba falls through the gap, jump over to collect the Star Medal. The platform will swing into place to provide a landing spot, but make sure you jump away before the next enemy arrives.

Star Medal

Use the Super Note Block at Point 4 to bounce up to a secret area. Jump along the cloud platforms to find the second Star Medal floating at the edge of the area. Leap out to collect it, then drop back down to the main path. When you land, hit the Flying Roulette Block to collect another power-up.

Star Medal

The level's last Star Medal is located above a large cluster of flipping platforms. Avoid the rotating obstacles and jump onto the Flying ? Block. When the ? Block moves under the Star Medal, jump up to collect it. Use a quick ground pound to lock the ? Block in place while you choose a path across the remaining platforms.

To reach the top of the Goal Pole, you must jump from the Red-Blue Platform. If you fall before you make your jump, move under the platform and jump straight up. When the panel flips, it sweeps you back into position to make another attempt.

World 2—Toad House

After you complete World 2-4, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Super Leaf. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

World 2—Ship

Caution

This level scrolls to the left at a set speed. If you're too slow, you'll be pushed off of the screen. Move quickly, but try to leave enough space to spot upcoming hazards and enemies.

Many airships have jet engines that blast dangerous exhaust across their decks. Engines fire at regular intervals, but you may not always have the time to wait for a clear path. Jump over the flames when you can't afford to stand still, but make sure you have a safe spot to land.

Star Medal

Use the Warp Box near the Bullet Bills to reach the ship in the background. The ship's deck has several coins and a Roulette Block to collect, but the Star Medal is located along the upper platform. You don't have much time on the ship, so you may want to grab the Star Medal before you collect the nearby items. Use the Warp Box at the end of the ship to return to the main path.

Star Medal

When you reach Point 3, deal with the Rocky Wrench, then perform a wall jump to collect the Star Medal floating high above the deck.

Star Medal

When you reach the last ship, the level stops scrolling. Drop down from either side of the upper deck to find a Star Medal. When you're ready, climb the stairs on the right and return to the upper deck.

There's a 1-Up Mushroom hidden in an Invisible Block to the right of the Pipe. When the 1-Up Mushroom appears, move quickly to collect it before it drops off the deck.

Boss Battle: Boom Boom

Boom Boom alternates between two basic attacks, and you'll spend most of the encounter avoiding them. If you stay on your toes, you should be able to defeat him without much trouble. When Boom Boom begins his spin attack, dash around the room to stay clear of his flying fists. After a moment, Boom Boom becomes dizzy and falls to the ground. Jump on his head to deliver a damaging blow, then move away before he recovers.

When Boom Boom tucks into his shell, he speeds directly toward you and bounces off the walls. Try to stay near the center of the room, and jump clear of Boom Boom each time he approaches you. After a few bounces, he emerges from his shell and attempts another spin attack. Continue to dodge Boom Boom's attacks, and jump on his head each time he becomes vulnerable. Land three successful blows to end the encounter.

Note

It's much safer to approach Boom Boom when he's dizzy, but you can jump on his head at any point during his spin attack. If you're running low on time, you can save a few seconds by attacking Boom Boom as soon as he emerges from his shell.

Before you jump onto the Goal Pole, move to the ship's left edge. Walk to the end of the bowsprit to collect a 1-Up Mushroom.

Worlds

World Three

World 3-1

Star Medal

The first Star Medal is on a moving platform beside the tower. Bounce up to the Cannon at Point 1, then climb inside and search for the Star Medal. Aim the Cannon at the coin ring, and watch the platform as it moves along the side of the tower. When it reaches the bottom of its path, fire the Cannon to land safely near the Star Medal.

Tip

Look for the 1-Up Mushroom Board near the base of the tower. Fire yourself up to the ledge and and move to the ? Blocks along the back wall. Stand under the gap in the ? Blocks and jump up to collect a 1-Up Mushroom from an Invisible Block!

Hit the P Switch at Point 2 to reveal a trail of notes. Collect all of the notes before they disappear to obtain a Super Leaf. You don’t have much time to reach the end of the trail, but make sure you stay clear of any Pokeys that cross your path. Your presence will attract the Sandmaargh in the area, but you can safely ignore them as long as you keep moving.

Star Medal

Search the wall at Point 3 to find the Block at the base of the tower. Somersault through the Block to collect the hidden Star Medal. After you crawl back outside, make sure you grab the green + Clock to the right.

Hit the ? Block at Point 4 to reveal a Propeller Box. This power-up is needed to collect many of the coins outside the tower. Defeat attacking Sandmaargh to give yourself a little breathing room, but remember that new Sandmaargh will soon move into the area.

After you reach the Checkpoint Flag, drop down to the ledge on the tower’s left side. Hit the ? Blocks through the door to find a Super Leaf and some coins, but watch out for the Fake Block hidden along the wall. If you have a Propeller Box, you can collect three secret 1-Up Mushrooms! Stand to the right of the door, and launch yourself into the air. Steer around the corner of the tower, and look for the small tunnel in the wall. Float down and enter the tunnel to collect these hidden power-ups.

Red Ring

When you reach the Red Ring at Point 6, stand at the end of the ledge and watch the nearby steps emerge from the wall. When the closest step appears, jump through the Red Ring and follow the steps up to the door above the ledge. Collect all five Red Coins before they vanish to receive a Super Leaf.

Star Medal

The last Star Medal is near the Thwomp at Point 7. If you have a Propeller Box, stand on the Star Medal’s shadow and fly straight up to collect your prize. If you’re not currently using this power-up, wait for the Thwomp to slam down, then hop on and go for a ride. When the Thwomp reaches the top of its path, perform a wall jump to reach the Star Medal.

World 3-2

After you hit the P Switch, follow the trail of coins to the Blocks at Point 1. Hit one of the Blocks to collect a Fire Flower, then blast through the nearby crates to find a hidden Super Mushroom.

Red Ring

Make sure you hang on to that Fire Flower! Use a fireball to clear away the Blooper, then swim through the Red Ring. Collect all of the Red Coins before they disappear to earn another power-up.

Star Medal

Watch out for the three Cheep Cheeps patrolling the water at Point 3! Dodge around them, or take them out with a few fireballs. Swim into the small hole in the wall, then drop down into the hidden passage. Move left to collect a Star Medal behind another brown grate.

Star Medal

When you reach the first Spike Eel, wait for it to attack. When the Spike Eel pulls back into its den, it reveals a small opening in the ground. Use a few fireballs to keep the Spike Eel in place as you drop through the opening. If you’ve lost your power-up, you must move quickly to slip past the Spike Eel before it begins its next attack. Use the Pipe to enter a secret area, then collect the Star Medal at the far side of the room.

Star Medal

The Pipe at Point 5 takes you to the base of the Goal Pole, but there’s a much better route above the nearby Spike Eel. Wait for the Spike Eel to drop into its den, or hit it with a series of fireballs to speed up the process. When the path is clear, swim up to the surface. Collect the Star Medal floating above the water, then use the Pipe to travel to the Goal Pole.

World 3—Toad House

After you complete World 3-2, a Toad House appears on the level-selection screen. Instead of providing a power-up, this blue house allows you to review the photographs you collect at the beginning of each world. Unlike a red Toad House, this house doesn’t disappear when you leave. Return to World 3 whenever you want to review your album.

World 3-3

Move quickly across the narrow Donut Blocks—each platform drops away soon after you step on it. If a crossing gets off to a bad start, look for a patch of solid ground. Missing platforms are replaced after a few seconds, so you’ll be able to make a fresh attempt without losing much time. After you deal with the first Stingby, jump onto the nearby ? Block and look for the Tail Wheel near Point 1. If you have a Tanooki Suit handy, you can use the wheel right away; if not, you’ll need to return to this area after you find a Super Leaf.

When you reach the Star at Point 2, run straight across the Donut Blocks to plow through the Stingbies along the path. You don’t have enough time to make it to solid ground, but the Super Star should allow you to clear the bulk of the path.

Red Ring

Pass through the Red Ring at Point 3 to reveal five Red Coins spread across the Donut Blocks. You have very little time to collect the coins, and the nearby Stingbies can make it particularly difficult to negotiate the falling platforms. Enemy attacks can force you out of position, so jump between coins to leave some of the Donut Blocks available for emergency landings. Collect all of the Red Coins before they vanish to collect a Super Leaf, then continue along the path to find a Checkpoint Flag. If you intend to return to the Tail Wheel, remember to give the platforms a few seconds to reappear.

Star Medal

After you have a Super Leaf, use the Tail Wheel near the start of the level to reach a Pipe high above the main path. Enter the Pipe to find a secret area. Jump onto the first row of Blocks and smash at least one of the Blocks above you. Jump up to the second row and collect the Star Medal in the corner of the room. When you’re ready to leave, use the Pipe on the ground to return to the Checkpoint Flag.

Star Medal

The path splits just past the Checkpoint Flag. To collect the Star Medal, follow the Donut Blocks to the left. When you reach the last of the platforms, use a series of wall jumps to climb up to the ledge above you. After you collect the Star Medal, jump down from the ledge to return to the main path.

Star Medal

When you reach Point 6, use the Binoculars to locate Toad on a ledge just ahead of you. When you zoom in on him, Toad tosses the level’s last Star Medal into your path. Continue toward the end of the level, and collect the Star Medal on your way to the Warp Box.

After you use the Warp Box, run to the end of the path. You must jump from the Donut Blocks to reach the top of the Goal Pole. This isn’t a problem if you have a Tanooki Suit, but if you’ve lost your power-up, make sure you stick to the center of the path. Keep your speed up, and jump from the edge of the platform before it drops away.

World 3-4

At the start of the level, there’s an Invisible Block you can use to reach the tightrope above you. You’ll miss some valuable items if you take this shortcut, but it allows you to complete the level very quickly.

Star Medal

Use the rubber pad near the tree at Point 2 to reach the tightrope above you. Hit the ? Block to collect a Super Leaf, then continue up the side of the tree. When you reach the highest tightrope, use the Directional Blocks to create a path to the level’s first Star Medal. It takes several hits to move the Directional Blocks into place, but make sure you don’t knock them out of reach. Collect the green + Clock from the top of the tree, then jump across the Directional Blocks and grab the Star Medal.

When you reach Point 3, hop onto the rubber pad to hit the Warp Box. After a moment, you appear near the tightrope above the level’s starting point.

Star Medal

Hit the Directional Block at Point 4 to move it toward the Super Note Block. Bounce up and use the Super Note Block to reach a secret area. When you land, grab the Star and run through the area. When you reach the end of the path, make a running leap to collect the Star Medal before you drop down to the ground.

Avoid the Fuzzies along the tightropes at Point 5, then bounce up to collect another Super Leaf in the ? Block above you.

Drop down into the small pit at Point 6 to reveal a trail of musical notes. Collect all of the notes before they vanish to obtain another power-up.

Star Medal

Don’t be too quick to hit the Flying ? Block at Point 7! You’ll need it to reach the level’s last Star Medal. Hop onto the Flying ? Block and ride along as it moves away from the main path. When you’re in position, jump up to grab the Star Medal and teleport to the end of the level.

To reach the top of the Goal Pole, hit the Flying ? Block when it reaches the center of the tightrope. The used Block doesn’t give you much room to build up speed, but the jump is fairly easy if you’ve managed to hang on to your Tanooki Suit.

World 3-5

Note

You must collect a total of 15 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

The scrolling level forces you to keep moving, but make sure you hit the Blocks at Point 1. The hidden Super Leaf will be a big help as you continue along the path.

Star Medal

Use the stacked Blocks at Point 2 to reach the first Star Medal. Use a tail whip to clear the Para-Biddybud out of your path before you continue.

Star Medal

Collecting the Star Medal at Point 3 can be risky, and the scrolling background doesn’t give you much time to set up your approach. Step onto the Donut Block and wait for it to drop. If you have a Tanooki Suit, stand on the edge of the platform and flutter-jump to safety as soon as you collect the Star Medal. If you’ve lost your power-up, begin a running leap as the platform approaches the Star Medal to grab it as you jump up to the Warp Box.

Star Medal

You need to move quickly if you hope to collect the level’s last Star Medal. The fast-moving platforms provide very few landing spots, and the patrolling Para-Biddybuds can be difficult to avoid. The Tanooki Suit makes things much easier, but speed is still your best tactic. Dodge the enemies along the path, and grab the Star Medal before the platforms move out of position.

The two platforms at the end of the level drift out of position as soon as you approach, so you must move quickly if you hope to reach the top of the Goal Pole. As soon as you teleport to the area, dash to the right and hop up the platforms to attempt your jump.

World 3—Ship

When you first land on the ship, run toward the bottom of the screen to collect a Super Mushroom.

Star Medal

The first Star Medal is located on a small platform near the Spike Pillar at the start of the level. Wait for the piston to pull back into its chamber, then jump across to collect the Star Medal.

Note

In addition to the Spike Pillars, the ship’s defenses include small Cannons that fire spiked balls. These Cannons have limited targeting capabilities, but their short reload times don’t give you much breathing room. Jump over their attacks, and try to get past them as quickly as possible.

Use the Binoculars at Point 3 to locate the upcoming Star Medal, then search the area for Toad. Tilt the Binoculars up and slightly to the left to find Toad on a floating platform. When you zoom in on him, he tosses a Super Mushroom down to you.

When you reach Point 4, wait for the Spike Pillar to pull back from the walkway, then drop down to trigger the Bob-ombs near the crates. Jump back up to the ledge before the piston returns, and wait for the Bob-ombs to detonate. When the coast is clear, drop down and somersault through the remaining crates until you find a Fire Flower power-up.

Star Medal

The walkway’s last stretch takes you through a long row of Spike Pillars. Look for coins floating over smoother sections of the walkway. These indicate small gaps between groups of Spike Pillars. Each time the pistons pull back into their chambers, move to the next gap and wait for the pistons to reemerge. When you reach the gap at Point 5, look for the small platform along the edge of the walkway. Drop down from the front of the platform, then move to the right. Jump over to collect the Star Medal from the Donut Block, then hop back to safety before it falls away.

Caution

Point 5 is the last gap along the Spike Pillars. To reach the end of the path, you must speed across the Donut Blocks as soon as the pistons pull away from the walkway.

Before you enter the Pipe at the end of the walkway, smash the crate on the ship’s cabin to collect another Super Mushroom.

Boss Battle: Boom Boom

Boom Boom is back for another round, and he’s tipped the odds in his favor. His attacks remain unchanged, but the moving belts on the ground can make it a bit harder to dodge him. Each belt has arrows indicating its direction, so plan your route accordingly. Use the belts to increase your speed as you circle the room. Wait for Boom Boom to become dizzy, then jump on his head to deal a damaging blow.

When Boom Boom tucks into his shell, alternate between the belts to stay near the center of the room. Dodge the shell until Boom Boom reemerges, then look for another chance to attack. Land three successful blows to end the encounter.

Star Medal

Before you jump onto the Goal Pole, check the left edge of the ship. Walk to the end of the bowsprit to collect the level’s last Star Medal.

Worlds

World Four

World 4-1

Run through the bushes at Point 1 to reveal two Coin Coffers. If you want to claim your extra lives, try to deal with the Coin Coffers before they flee to more hazardous areas.

Use the Binoculars at Point 2 to search the area. Toad is perched high up on one of the stone spires. When you zoom in on him, he throws a 1-Up Mushroom down to you.

Tip

If you're just looking to get through the level quickly, climb the trees near the Binoculars. Handspring from the tree on the left to reach the nearby ledge and skip part of the map, or handspring from the tree on the right to reveal a Propeller Box.

Run through the three bushes at Point 3 to reveal a trail of musical notes. Collect all of the notes before they vanish to earn a Fire Flower. The trail takes you past a Piranha Plant and two Koopa Troopas, so consider clearing the area of enemies before you trigger the musical notes.

Star Medal

Somer-sault through the Block at Point 4 to find the level's first Star Medal.

Star Medal

Bounce between the rubber platforms at Point 5, then use the Super Note Block to reach a secret area. The cloud platforms can be difficult to navigate, so plan your jumps carefully. Use your shadow to help guide your landings, and make your way to the end of the clouds. Bounce from the rubber platform at the edge of the area to collect the Star Medal. If you fall from the platforms, you must revisit the level to make another attempt.

Star Medal

After you reach the Checkpoint Flag, the main path continues to the right. However, if you want to collect the level's last Star Medal, you'll need to head in the other direction. Make a running leap from the platform's left edge and enter the Cannon. Place the reticle directly over the Star Medal, then fire the Cannon to collect it.

Red Ring

At Point 7, a ferocious Chain Chomp is guarding the Red Ring at the base of a large tree. Bait the Chain Chomp into attacking, then leap over the enemy and pass through the Red Ring. Grab at least two of the Red Coins, then dodge the Chain Chomp as it recovers. Collect all of the Red Coins before they vanish to receive another Fire Flower.

Use the Binoculars at Point 8 to search the tree for Toad. When you zoom in on him, he tosses a Super Star down to you. After you collect it, clear a path to the top of the tree, or use your temporary invincibility to defeat the nearby Chain Chomps.

When you reach the top of the tree, jump onto the ? Block at Point 9. When you're in position, jump straight up to hit a hidden Block and reveal another 1-Up Mushroom.

Tip

If you managed to hang on to the Propeller Box, it's very easy to reach the top of the Goal Pole. If not, make a running leap onto the rubber pad and use a well-timed bounce to gain the height you need.

World 4—Mystery Box

After you complete World 4-1, you gain access to a new Mystery Box. This Mystery Box contains a random encounter. Clear the area and collect your reward before time runs out.

World 4-2

Note

This level is filled with ! Blocks needed to create temporary paths. Each path is revealed one face block at a time, so be sure you hit a ! Block until it dims.

Star Medal

The level's first Star Medal is hidden in a small opening above Point 1. Stand on the rotating shadow, then jump straight up to collect the Star Medal.

One of the ? Blocks at Point 2 contains a Fire Flower. Make sure you grab it before you continue up to the next floor.

Goomba Towers can be a great source of extra lives. When you find a stack of at least five Goombas, try to defeat them all without touching the ground. Aim your first jump carefully, then bounce in place as you clear out each of the Goombas.

Star Medal

After you defeat the Goomba Tower at Point 4, crouch down and enter the small passage in the wall. Drop down and collect the Star Medal from the room below you. Jump onto the rubber pad to bounce up to a green + Clock, then drop down from the ledge to return to the main path.

There's another Fire Flower in the ? Block at Point 5. Drop down to grab it, then use the rubber pad to continue up to the next floor.

Star Medal

Use the giant ! Block to create a stack of face blocks. Use a series of wall jumps to move up the stack's right side. When you reach the top, jump up to collect the Star Medal and drop back to the floor.

The Pipe at Point 7 leads to the Goal Pole, but there's a World Warp Pipe hidden nearby. If you'd rather skip straight to World 5, jump back to the left and drop down to the rubber pad near the wall. Use a well-timed bounce to gain some extra height, then perform a series of wall jumps to reach a hidden ledge. When you land, continue to the right and drop down to find the World Warp Pipe.

World 4-3

Note

You must collect a total of 30 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

This level is filled with spinning, square-shaped platforms. The platforms are fairly easy to rush across, but speed isn't always an option. When you need to stay on a spinning platform, move to the right edge of the platform and balance on the corner as it moves into the top position. Match the platform's speed to avoid falling, or jump up to buy some time as the next flat edge moves into place.

Star Medal

The first Star Medal is floating above the long blue platform near the start of the level. Use small adjustments to stay on top of the platform as it spins. Move toward the background to grab the Star Medal, then return to the foreground and continue along the main path.

Search the ? Blocks at Point 2 to collect a Super Leaf. The Tanooki Suit makes it much easier to negotiate the spinning platforms, so don't continue along the path without collecting this valuable power-up.

Star Medal

When you reach Point 3, wait for the green platform to tilt up toward the Super Note Block. Make a running leap onto the the Super Note Block, then bounce up to a hidden area in the clouds. Hit the ? Block to collect a Super Star, then follow the path to the right. When you reach the edge of the clouds, jump through the Star Medal and drop back down to the main path.

Star Medal

Toad is standing on the large wall near the Goal Pole. Use the Binoculars at Point 4 to locate him. When you zoom in on Toad, he throws the level's last Star Medal down to you. Continue along the spinning platforms to collect it, but watch out for the Paragoomba patrolling the area!

Red Ring

Jump through the Red Ring at Point 5 and collect the Red Coins from the green platform. Collect all of the Red Coins before they vanish to claim a power-up.

To reach the top of the Goal Pole, you must perform a well-timed jump from the nearby spinning platform. Dash along the platform as one of its corners moves toward the Goal Pole, then leap from the edge before it drops too low. It can be a fairly challenging jump, but if you've managed to hang on to your Tanooki Suit, you shouldn't have much trouble.

World 4-4

The invisible platforms spread around this level are always present, but you must get very close to them before they can be seen. When you aren't sure which direction to head, walk along the edges of your current platform. Look before you leap, but remember that steep drops aren't your only concern—watch out for any Boos that might be sneaking up on you as you search each area for hidden paths.

Use the P Switch at Point 2 to reveal nearby coins. Collect the six coins from the platform, then head for the coins near the top of the screen. These coins mark the path to the next area, but make sure you wait for the moving platform to arrive before you try to collect them!

Star Medal

The level's first Star Medal is in a small gap between the Peepa at Point 3. Approach the Peepa, then slip through the Star Medal as it circles into position.

Star Medal

When you reach the Checkpoint Flag, move to the right to reveal the hidden path at the corner of the platform. Smash the Pipe Board at the end of the walkway. When a real Pipe appears in its spot, use it to enter a secret area. Step on the view plate in the corner of the room to reveal the optical illusion, then jump up along the used Blocks to reach the top of the stack. Jump across the room to collect the green + Clock and the Star Medal, then drop down and head back through the Pipe.

When you approach the ? Blocks near the Checkpoint Flag, several Boos appear around you. Hit the ? Block in the center of the row to collect a Super Star, then circle the platform to clear out all of the enemies. When you run through the Tail Boo, it drops a Super Leaf. There are two more Boos hiding near the platform's back-left corner, so try to find them before the Super Star wears off. When you're ready to continue, move to the platform's back-right corner to reveal the path out.

Star Medal

To collect the Star Medal at Point 6, you have to make a leap of faith—the invisible platform doesn't appear until you're above it! Hop over to the Star Medal to reveal the platform, then cross back to the main path.

When you reach Point 7, a Big Boo appears behind you. This enemy is too large to dodge along narrow platforms, so you must prevent it from catching up with you. Face the Big Boo to keep it from moving, then quickly search for the next invisible platform. You only have a moment before the Big Boo resumes its chase, but the delay should give you enough time to reveal the path.

When you attempt to cross the moving platforms at Point 8, they slide out of alignment. Turn around to keep the Big Boo from moving, and wait for the platforms to move back together. Continue to the end of the path to find the exit. If you want to turn the tables on the Big Boo, ground-pound the Block near the door to collect a Super Star, then head back to confront your pursuer.

World 4-5

Follow the trail of coins across the Flip Panels at Point 1. The Flip Panels always provide temporary paths, but when used together, they create elaborate structures. When you spot a cluster of Flip Panels, it's usually best to trigger them all.

The Mystery Box at Point 2 is filled with Invisible Blocks. When you enter the Mystery Box, jump around the room to collect as many coins as possible before time runs out.

Star Medal

Trigger both of the Flip Panels at Point 3 to create a temporary structure. Jump up along the structure's right side to collect a Star Medal, then hop over to the nearby platform before the Flip Panels reset.

One of the Blocks at Point 4 contains a Super Leaf, so make sure you grab it before you leave the area. When you approach the Blocks, the nearby Stingby moves in to attack. Defeat the Stingby, then get to the moving platform before the green tiles disappear. If the moving platform is out of position, jump onto one of the Blocks at the end of its path and wait for it to return.

Star Medal

As the moving platform reaches Point 5, flutter-jump over the Warp Box. If you touch the Warp Box before you collect the Star Medal, you'll need to revisit the level to make another attempt to collect the Star Medal.

Star Medal

Step on both Flip Panels at Point 6, then jump up along the path to the left. When you reach the platform, hop onto the temporary walkway to collect the Star Medal.

Run across the three Flip Panels at Point 7, then use the temporary platform to collect five blue + Clocks.

When you reach the end of the level, trigger both of the Flip Panels. Wall-jump up to the temporary platform, then make a running leap to the top of the Goal Pole.

World 4—Ship

Star Medal

Between the scrolling level, the Red-Blue Panels, and the attacks of troublesome Rocky Wrenches, collecting the first Star Medal takes a bit of planning. Jump up to hit the ? Block at the start of the level and the Red-Blue Panels switch positions to show their blue sides. Walk onto the nearby platform and wait for the first wrench to fly past you. Jump to the red half of the frame to flip the platforms, then follow the wrench toward the bottom of the screen. Make your way across the Red-Blue Panels to collect the Star Medal before it moves off the screen.

Make sure you hit the ? Blocks at Point 2—one of them contains a Super Leaf!

Tip

After you collect the Super Leaf, you can hop onto the used Blocks and leap to the ship's upper deck. This alternate route prevents you from collecting the second Star Medal, but it's a great option if speed is your priority.

Star Medal

When the path takes you into the lower decks, drop down to collect the Star Medal. The nearby Fake Block attacks as you approach, so be ready to defend yourself. Take care of the enemy, grab the Star Medal, and return to the main path before you're pushed off of the screen.

Star Medal

The Boom- erang Bro at Point 4 can make it tough to collect the nearby Star Medal. Dodge his attacks as you make your way across the Red-Blue Panels, and plan each of your jumps to ensure a safe landing. Take out the Boomerang Bro, then collect the Star Medal before it moves off the screen.

When you reach the Pipe on the last ship, drop down from the upper deck. Search the Blocks at Point 5 to reveal a 1-Up Mushroom, then use the steps to the right to return to the upper deck.

Boss Battle: Pom Pom

Pom Pom has two basic attacks, and you'll need to move quickly if you hope to dodge them. When she arrives, Pom Pom begins throwing boomerangs at you. Dodge her attacks as you close the distance, and jump on her head when you get into range.

Like Boom Boom, Pom Pom tucks into her shell after you damage her. Instead of bouncing off the walls, she launches into the air and attempts to drop down on you. Use her shadow to pinpoint her location. She pauses for a moment before she slams to the ground, so just keep moving to stay clear of her landing spot. After four attempts, Pom Pom emerges from her shell and resumes her boomerang attacks.

Continue to dodge her attacks, and look for opportunities to deal damage. Jump on Pom Pom's head a total of three times to end the encounter.

Tip

When Pom Pom tucks into her shell, hop onto her back and bounce in place. After the first few bounces, you'll earn an extra life each time you land on her. This tactic isn't without risks, however; if you slip off, you're sure to suffer damage. Stay near the center of the shell for the duration of the attack, but make sure you jump clear before Pom Pom reemerges!

Before you jump to the Goal Pole, walk onto the ship's bowsprit. The Block at the end of the bowsprit holds a coin, but the nearby Invisible Block contains a 1-Up Mushroom!

Worlds

World Five

World 5-1

When the level starts, grab the Boomerang Flower. The Boomerang Bros you encounter in this level provide additional Boomerang Flowers, so try to ensure you have at least one of these power-ups at all times.

Star Medal

After you take care of the Pokeys along the main path, use the Pipe at Point 2 to enter a secret area. Hop onto the Blocks and make a running leap to collect the Star Medal high above the ground. When you're ready to leave, head through the Pipe in the corner.

Tip

When you exit the secret area, the Pipe returns you to the main path. When you emerge, follow the path back toward the start of the level and defeat the Boomerang Bro to collect another Boomerang Flower.

Use the P Switch at Point 3 to reveal a trail of musical notes. Collect all of the notes before they vanish to earn another Boomerang Flower.

Star Medal

Don't rush past the Tail Thwomps at Point 4! Slip past the first Thwomp, then jump onto the second one. Ride along on top of the Thwomp as it patrols the ledge. When the Star Medal is in range, jump from the Thwomp to collect it.

When you jump onto the platform at Point 5, it begins rising. The ride to the surface is a long one, and there are plenty of hazards along the way. When the platform begins to move, a Boomerang Bro appears. Defeat him to collect another Boomerang Flower, then prepare for the next threat. Sandmaargh and spiked balls will keep you on your toes, but there are some valuable items along the way.

Tip

The best way to avoid the spiked balls is to stand near the bottom of the screen. Eventually, some spiked balls will roll through this section of the platform, but it's much easier to dodge a single hazard at a time than to run around the area.

Red Ring

Jump up to hit the Red Ring as soon as it is within range. More spiked balls are on the way, so the sooner you reveal the Red Coins, the better your chances of collecting them without taking damage. Collect all of the Red Coins before they vanish to earn another Boomerang Flower.

Star Medal

Watch the top screen's right side for the Star Medal at Point 7. The safest way to collect this Star Medal is to throw a boomerang at it. If you don't have a Boomerang Suit handy, make a steered jump to grab the Star Medal without falling from the platform.

Use the Cannon at Point 8 to reach the top of the Goal Pole. Place the reticle in the center of the coin ring, then fire the Cannon to make a perfect landing.

World 5-2

The ? Blocks in the first room are arranged in the shape of an exclamation mark. Stand under the gap between the ? Blocks, then jump straight up to collect a Fire Flower from an Invisible Block. You'll need this power-up to access a secret area, so make sure you grab it before you move on.

Star Medal

When you reach the room at Point 2, wait for the spiked balls to pass above you, then jump up and follow them toward the bottom of the screen. The level's first Star Medal is located on a hidden platform at the edge of the room. Jump up to the platform and continue toward the bottom of the screen to collect the Star Medal. Drop down from the platform and head into the passage on the room's right side.

Star Medal

There are four pedestals in the room at Point 3. Circle the room and use your fireballs to light each of the pedestals. When the path to the right opens up, head into the next room. Grab the green + Clock near the door, then cross the room to collect the Star Medal.

Star Medal

If you've lost at least two lives since reaching the Checkpoint Flag, a Roulette Block appears at Point 4. Grab a power-up if one is available, then move toward the top of the screen. Jump over the spikes as they roll back and forth across the room, and keep moving until you find the level's last Star Medal. Time your jump to avoid the spikes as you grab the Star Medal, then head through the opening in the wall to the right.

To reach the top of the Goal Pole, you must make a running leap from the crumbling platform. The platform begins to crack as soon as you step on it, so you must move quickly!

World 5-3

Note

You must collect a total of 40 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

Due to moving platforms and hazardous obstacles, this level requires both careful planning and quick thinking. Watch the path ahead of you, and jump between moving platforms to pick the safest route. Many obstacles and enemies are on the move, however, so always keep one eye on your immediate surroundings.

Hit the ? Blocks at Point 2 to find a Boomerang Flower. This handy power-up makes it much easier to clear enemies from your path as you ride along the moving platforms.

Take out both of the Fire Piranha Plants at Point 3 to collect a Fire Flower. If you've managed to hang on to your Boomerang Suit, you can defeat both foes without leaving the safety of the moving platform.

Star Medal

To collect the Star Medal at Point 4, jump from the blue platform as it drops down along its track. If you time the jump properly, you'll land on the blue platform as it swings back up. For a safer alternative, land on the small platform below the Star Medal, then wait for the blue platform to make another pass along its track.

Hit the ? Block at Point 5 to collect another Fire Flower, then hop off of the platform before it moves away from the ledge. There's a Super Note Block floating out of view, so look for its shadow on the nearby checkered tiles.

Star Medal

Climb the pole at Point 6, and use the Super Note Block to bounce up to a secret area. When you land, hit the ? Block to collect a Super Star, then follow the path to the right. When you reach the end of the clouds, jump through the Star Medal and drop back down to the main path.

Star Medal

To collect the level's last Star Medal, ride the moving platforms to Point 7. The platforms split to follow two different paths, so make sure you're standing on the left platform when they do. Jump over to collect the Star Medal, then follow the Donut Blocks up to the main path. By the time you arrive, the moving platform that split off to the right should be there to meet you.

Red Ring

If you've already collected the Star Medal on a previous visit, stick to the main path to find a Red Ring. When the moving platforms split, use the one on the right to reach Point 8. Hop over to the Donut Blocks and run through the Red Ring. Hop back onto the moving platform and collect the Red Coins before they vanish. The spiked balls can make it difficult to complete your task, but your effort will be rewarded with a Super Leaf.

To reach the top of the Goal Pole, make a running leap from the blue platform. The timing can be difficult, and you only get one attempt each time you visit the level. Start running as the platform reaches the Goal Pole's base, then jump from the edge when it reaches the end of its track.

World 5-4

Don't miss the secret passages at Point 1. Clear out the Morty Moles as they emerge from the wall, then slip behind the main path to find some valuable items. Run through the upper passage to collect some unseen coins, then head into the lower passage to find a hidden 1-Up Mushroom.

Note

This level's well-guarded tunnels contain several valuable items. To collect all available coins, Star Medals, and power-ups, you must explore nearly every path. Crouch through narrow passages, wall-jump to high ledges, and look for alternate routes to avoid any enemies protected by low ceilings.

Star Medal

To collect this level's first Star Medal, locate the Invisible Blocks at Point 2. Jump onto the used Blocks, then hop over to the ledge on the right. Continue to the right until you find the Star Medal.

Star Medal

Crouch down to enter the narrow passage at Point 3. When the path opens up, drop down to collect the Star Medal below you.

Before you continue to the Checkpoint Flag, wall-jump up to the ledge at Point 4. Search the Blocks to grab a Fire Flower. This power-up allows you to clear out remaining enemies with ease, so consider heading back to search any tunnels you may have skipped.

Before you drop down the large hole near the Checkpoint Flag, use a fireball to ignite the pedestal to the right. As you collect the revealed coins, find the Invisible Blocks on either side of the hole—the one on the right contains a 1-Up Mushroom.

Take out the Rocky Wrench at Point 6, then kick the nearby Rock into the Pipe to earn an extra life. Enter the Pipe to find a secret area containing several coins and a green + Clock. Before you leave, smash the Block in the corner of the room to collect another Fire Flower. The upcoming tunnels are packed with enemies, and this valuable power-up makes it much easier to safely navigate them.

Star Medal

Before you head up to the surface, crouch down and enter the narrow passage at Point 7. When the path opens back up, take out the Morty Mole and drop down from the ledge. Search the area to collect a Star Medal and a green + Clock, then wall-jump back up to the narrow passage.

There are five Pipes at Point 8, but only one of them leads to the exit. Kick the nearby Rock into any of the Pipes to earn an extra life, then enter the second Pipe from the right to travel to the surface.

Before you can reach the top of the Goal Pole, you must find a way onto the nearby platforms. When the patrolling Morty Mole moves into position, hop on its head and use a well-timed jump to bounce up to the lower platform. If you prefer, you can also make a running leap from the top of the Pipe for a more direct route to the platforms.

World 5—Toad House

After you complete World 5-4, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Boomerang Flower. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

World 5-5

To progress through the level, you'll need to get your hands on a Propeller Box. Check the ? Blocks at the start of the level to reveal one of these essential power-ups.

The Propeller Box makes it much easier to defeat groups of enemies without touching the ground. Look for marching Biddybuds and Goomba Towers for opportunities to earn extra lives.

Star Medal

When you reach Point 3, walk off the platform and drop through the coins. When you reach the Star Medal, use the Propeller Box to reach the next platform.

Use the Binoculars at Point 4 to scout the area ahead of you. Toad is standing on the level's highest platform, so tilt the Binoculars up to find him. If you zoom in on Toad, he heads off to the end of the level and places a Super Mushroom near the base of the Goal Pole.

Star Medal

To collect the Star Medal at Point 5, bounce from the nearby rubber platform and follow the trail of coins. Grab the Star Medal, then use the Propeller Box to reach the next platform.

Defeat the Big Tail Goombas at Point 6 to collect a Super Leaf, then smash the nearby Block to reveal a Tail Wheel. Jump up to find the Flying ? Block above the platform—with the help of a Propeller Box, you shouldn't have any trouble reaching it. After you collect the 1-Up Mushroom, use the Tail Wheel to reach the platform high above you. Grab the green + Clock, then step on the P Switch to reveal a trail of coin rings.

Step on the P Switch at Point 7 to reveal a trail of musical notes. Hop off of the platform and steer your fall through the notes. The trail leads you up to the next platform, so don't hit the jump button until you reach the turn. Collect all of the notes before they vanish to collect another power-up.

Star Medal

To collect the Star Medal at Point 8, try to land on the nearby Block. Simply jump over to the Star Medal, then use the Propeller Box to reach the rubber platform

As you approach the Goal Pole, touch down on each of the Para-Biddybuds along the way to collect two extra lives. Drop to the platform and collect the Super Mushroom near Toad, then use the Propeller Box to reach the top of the Goal Pole.

World 5—Castle

Note

You must collect a total of 50 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

The spiked obstacles and submerging platforms can be tough to navigate. Wait for a new platform to rise out of the lava, then dash in and search the ? Block to collect a Fire Flower.

Star Medal

Use the Blocks along the wall to jump onto the Thwomps at Point 2. Move across the Thwomps to collect the Star Medal, then drop back down to the walkway. There's a Draglet waiting for you past the Thwomps, so be prepared to defend yourself as you land.

Star Medal

To collect the Star Medal at Point 3, wait for a platform to emerge from the lava. Jump across to grab the Star Medal, then ride the platform toward the next walkway.

Red Ring

After you clear out the Draglet at Point 4, hop onto the nearby moving platforms. Pass through the Red Ring, then collect the Red Coins as you ride across the lava. A Dry Bones emerges from the Baddie Box along the path, so be ready to avoid it. Collect all of the Red Coins before they disappear to collect another Fire Flower.

Star Medal

At Point 5, the moving platforms sink into the lava. Stay on the platforms until you collect the Star Medal, then jump to safety before you're lowered into the lava.

Boss Battle: Tail Bowser

Bowser begins his fire attacks as soon as he appears. Check the Blocks above the moving platforms to find a 1-Up Mushroom. Dodge Bowser's fireballs, and keep pace with the platforms to avoid sinking into the lava. When you're ready, jump along the platforms and follow the walkway to Bowser.

As in your first battle with Bowser, you must slip past him and trigger the switch at the end of the bridge. Bowser still has his fireballs and jumps, but he's added a powerful tail whip to his arsenal. Try to stay close to Bowser as you dodge his fireballs, and jump over his tail each time he spins around. Bowser's first tail whip should destroy the columns along the back of the platform. Slip behind Bowser and jump over the gap in the walkway to continue toward the bridge.

Along the path's wider sections, you should be able to get past Bowser without much trouble, but the comparatively narrow bridge makes things a little more difficult. Stay close to Bowser and dodge his attacks until he moves from the center of the path. If Bowser attempts a tail whip as you run past him, you should be able to make it all the way to the switch before he completes his attack. When you successfully cross the bridge, jump on the switch to end the encounter.

Worlds

World Six

World 6-1

Note

Most of the power-ups in this level are contained in Roulette Blocks, which makes it difficult to develop a reliable strategy for dealing with enemies. As you progress through the area, adjust your tactics to take advantage of the power-ups you receive.

Star Medal

When the level starts, jump onto the stone platforms to the left. Drop down to collect the Star Medal from the hidden ledge, then return to the main path.

As you move between islands, check the wooden bridges for weak spots. Porcupuffers can smash through cracked planks, so be particularly cautious when you spot one of these locations. Stay back until you're ready to cross, then dash over the cracked planks before a Porcupuffer destroys them.

Caution

You won't always receive warning signs of nearby Porcupuffers. Keep an eye out for these oversized enemies as you move across tightropes and narrow platforms.

There's a lot to do at Point 3, so take a moment to explore the area. After you trigger the Checkpoint Flag, kick the Rock into the Pipe at the edge of the island. Use the nearby Binoculars to search the ledge to the left. Zoom in on Toad, then watch him as he enters a secret area behind the nearby waterfall. Before you follow him, enter the Pipe to find an underwater area.

Red Ring

When you reach Point 4, wait for the Cheep Cheeps to swim toward you. When they turn around, dart through the Red Ring. Collect the Red Coins before they vanish to obtain another power-up.

Star Medal

Before you leave the underwater area, swim up and collect the Star Medal above the Pipe. There are two Bloopers swimming nearby. If you don't have a power-up capable of defeating them, draw them away from the Star Medal before you attempt to collect it.

When you reach Point 6, run through the waterfall to find Toad waiting inside of a Mystery Box. Run to Toad to receive a 1-Up Mushroom, then hit each of the Roulette Blocks to collect an assortment of power-ups.

Star Medal

Hit the Flying ? Block at Point 7, then use it to reach the short tightrope above you. Jump from the edge of the tightrope to collect the level's last Star Medal.

World 6-2

Watch your step! The blue plates at Point 1 contain retractable spikes that emerge at regular intervals. Similar hazards appear throughout the level, so learning to navigate them is essential. Wait for the spikes to drop down, then move across the plates.

Star Medal

When you approach the Star Medal at Point 2, a Pokey pops out of the ground to prevent you from collecting it. Run toward the bottom of the screen and wait for the Blokkablok to pass by. Defeat the Blokkablok to collect a Fire Flower, then clear the Pokey away from the Star Medal.

Tip

The secret passage behind the back wall offers an alternate route to the Star Medal. Before you enter the room, jump up to find the passage to the right.

There's a 1-Up Mushroom floating just above Point 4. After you collect the Star Medal, jump onto the elevator and ride up to find it.

Star Medal

When you reach Point 3, locate the Block in the back wall. Somersault through the Block and collect the Star Medal from the secret area behind the wall.

Star Medal

Ride up to Point 4, then make a running leap to the ledge on the left. Follow the path up to find a Star Medal near a spiked ball. When the spiked ball rolls toward you, run back to the right and use the ledge to move out of its path. When it's safe, head back up and collect the Star Medal.

One of the Blokkabloks at Point 5 contains a Super Leaf. The Tanooki Suit makes it much easier to safely navigate the upcoming spikes, so take the time to defeat these enemies.

Red Ring

Jump through the Red Ring at Point 6, then collect the Red Coins from the nearby platforms to obtain another Super Leaf. The retracting spikes make the task a little more difficult, so plan your jumps carefully.

When you emerge from the Pipe, catch up to the Flying ? Block to collect a 1-Up Mushroom. If you've managed to hang on to a Tanooki Suit, you shouldn't have any trouble reaching the top of the Goal Pole. If you've lost your power-up however, you can use the Flying ? Block to gain some extra height. Avoid hitting it until it's near the Goal Pole, then use it as a makeshift platform.

World 6-3

The level starts in a small room with three portraits. A platform moves between the portraits, exposing a hidden Warp Box at each location. Stand in the corner near the bottom of the screen and wait for the platform to carry you to the portrait of piano keys. Use the exposed Warp Box to enter the first area.

Star Medal

When you land on the giant piano, hit the P Switch and follow the trail of coins. The Star Medal at Point 2 follows a small path above the gap in the keys. Face the nearby Boo to keep it from moving toward you, then jump across the gap when the Star Medal moves into position. Use the Warp Box at the end of the trail to return to the portraits at the start of the level.

Star Medal

Ride the platform to the portrait of a cube and step into the exposed Warp Box. This area contains a complex arrangement of used Blocks. The level's second Star Medal floats along a set path. Grab the Star Medal when it moves into view, then use the Warp Box on the structure's top-left corner to leave the area.

Use the Warp Box behind the remaining portrait to reach a library. When you arrive, hit the ? Block to collect some coins, then face the nearby Boo to keep it from moving toward you. At regular intervals, the bookshelves pull back to reveal a ledge. When they do, head up the ramp along the left wall and follow the ledge to the right. Avoid the Peepa in your path, and jump up to the platform along the right wall before the bookcases push you off of the ledge.

Note

If you have unfinished business in one of the other areas, use the Warp Box on the library floor to return to the portraits.

Star Medal

The level's last Star Medal follows a short path on the room's right side. Jump up to grab the Star Medal, then head into the shadows in the background. When you approach the books on the back wall, they vanish to reveal another Warp Box.

The ? Block at Point 6 contains a Fire Flower. Make sure to keep an eye on the nearby Boo while you collect the power-up.

Follow the tightrope to Point 7. When the Big Boo appears, turn around and lead it to the stairs to the left. Draw the Big Boo to the center of the platform, then head up the stairs to slip past the massive enemy.

Tip

There are two Invisible Blocks at Point 7 that you can use to leap right over the Big Boo. This tactic saves a bit of time, but you'll miss out on the coins that appear when the Big Boo reveals itself.

World 6—Mystery Box

After you complete World 6-3, you gain access to a new Mystery Box.

World 6-4

This level's colorful platforms vanish and reappear in time with the music. Use the beat to anticipate each platform's appearance, and time your movements accordingly.

Check the ? Blocks at Point 2 to collect a Super Leaf. The Tanooki Suit's flutter jump makes negotiating this level much easier, so make sure you grab this power-up before you move on.

Star Medal

Use the Wallop at Point 3 to reach the Star Medal above the door. Jump up to coax the Wallop into doing the same, then hop onto it when it slams down. To gain some extra height, bait the Wallop into jumping again, then make a running leap to collect the Star Medal.

Star Medal

To collect the level's second Star Medal, perform a wall jump near the door at Point 4. It's possible to make the jump without a Tanooki Suit, but a flutter jump makes it much easier to steer your landing.

Red Ring

Run through the Red Ring at Point 5, then collect the Red Coins from the edge of the platform. As you jump up to collect the higher Red Coin, the Wallop across the gap mimics your movements. As the Wallop slams down, jump across the gap to collect the next two Red Coins. Repeat the process to get past the second Wallop and collect the last Red Coin before it vanishes. It takes a bit of planning to keep the Thwumps from blocking your path, but your efforts will be rewarded with a Super Leaf.

Star Medal

The level's last Star Medal is floating above the rotating spikes at Point 6. The used Block makes for a very small landing spot, so the Tanooki Suit is a great help. Flutter-jump directly to the Star Medal, then jump back to the main path. If you don't have a Super Leaf, move across the first group of colored platforms to approach the Star Medal from the other direction.

World 6-5

Note

You must collect a total of 60 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

When you land on the rubber platform at Point 1, it begins moving to the right. Each time you bounce into the air, aim your landing to keep pace with the platform. There are a few obstacles along the path ahead, so make sure you bounce over them before the platform leaves you behind.

Star Medal

Search the Blocks at Point 2 to find a Super Leaf. The level's first Star Medal is directly below you. Drop down to the rubber platform and use the Star Medal's shadow to pinpoint its location. After you collect it, bounce back up to the main path and continue to the right.

One of the Blocks at Point 3 contains a 1-Up Mushroom. Before you move on, make sure you search the Blocks along the wall.

Red Ring

Jump down through the Red Ring at Point 4, then bounce up to grab the Red Coins above the rubber platforms. To collect all of the Red Coins quickly, try to grab at least two of them each time you're launched into the air. When you're ready, bounce up to the ledge and grab the last Red Coin to collect a Super Leaf.

.

Star Medal

When the rubber platform passes under the wood barriers at Point 5, wall jump between them until you reach the Star Medal above the main path. The rubber platform continues along the main path, so keep moving to ensure you aren't left behind.

Star Medal

Before you collect the level's last Star Medal, clear out the patrolling Paragoombas at Point 6. Wait for the rubber platform to move away from the Star Medal, then drop down to collect it.

World 6—Ship

Star Medal

The level's first Star Medal is located behind the crates at Point 1. Jump over the crates or somersault through them to grab the Star Medal before it moves off the screen.

One of the Blocks at Point 2 contains a Super Leaf. As soon as you grab it, hurry to the Directional Blocks to the right.

Star Medal

The second Star Medal is located high above the deck at Point 3. Quickly push the Directional Blocks up along the wall, then use them to reach the Star Medal before it moves off of the screen.

Star Medal

Use a wall jump to reach the Star Medal at Point 4. If you move quickly, you can grab it before it appears on the screen. Perform the wall jump as soon as you get past the nearby Spike Pillars, then head to the Pipe at the edge of the ship.

When you reach Point 5, move to the front-right corner of the ship. Jump straight up to find an Invisible Block, and grab the 1-Up Mushroom before you head in to face Pom Pom.

Boss Battle: Pom Pom

Pom Pom may not have learned any new tricks, but the hazardous environment makes things a little more difficult this time around. When the battle begins, jump clear of Pom Pom's first attack and make your way to one of the room's longer platforms. Dash toward the top of the screen to dodge her next attack, then make a running leap onto Pom Pom's head. If you're not careful, your momentum can carry you right into the flames. Try to land on Pom Pom's platform, then jump away before she recovers.

When Pom Pom tucks into her shell, simply jump between the platforms to avoid her attacks. When she reemerges, wait for her to select a new platform. When she resumes her boomerang attacks, make your way toward her and deliver another blow. Repeat the process one more time to end the encounter.

Before you jump for the Goal Pole, collect the 1-Up Mushroom at Point 6. Walk to the end of the bowsprit, then jump up to reveal the Invisible Blocks above you.

Worlds

World Seven

World 7-1

Smash the Pipe Board near Point 1 to reveal a trail of Coins. There are also two Rocks nearby, so give each of them a kick before you dive into the water.

Star Medal

Search the ? Blocks at Point 2 to collect a Fire Flower, then use a few fireballs to take out the nearby Cheep Cheeps. When the area is clear, destroy the stacked crates to find the level's first Star Medal. After you collect it, trigger the P Switch on the ledge to open a panel in the wall to the right.

At Point 3, a trail of coins leads you up through a narrow passage. Before you collect them, clear out the Porcupuffer to the right. Enter the Pipe to find a secret area with a green + Clock and a nice stash of coins. When you're ready to continue, use the Pipe to return to the main path. Follow the trail of coins straight up and smash through the Blocks to collect another green + Clock.

Red Ring

When you reach the Checkpoint Flag, move toward the background and swim through the Red Ring. Hurry back to the Checkpoint Flag and collect the Red Coins to earn a power-up.

Look for the 1-Up Mushroom behind the crates at Point 5. Use your fireballs to destroy the crates, then fire off a few more to keep the Spike Eel from moving off the ledge.

Star Medal

To reach the Star Medal at Point 6, use some fireballs to push one of the nearby Spike Eels down to the left. Swim into the opening to collect the Star Medal, then use your fireballs to shoot your way back out. There's a green + Clock on the ledge above you, so use the same method to deal with the next Spike Eel.

Note

If you've lost your power-up, simply wait for the Spike Eels to move on their own. This method obviously takes a little longer, so make sure you grab the green + Clock before you leave the area.

Star Medal

Swim into the opening at Point 7 to find the level's last Star Medal. As you approach the Star Medal, an Spike Eel appears in the background. Grab the Star Medal, then turn around and swim back to the main path. If you've managed to hang on to a Fire Flower, consider using a few fireballs to stun the Spike Eel before you attempt your escape.

When you return to the surface, smash the nearby crates to find another Fire Flower. Clear the Piranha Plant from the Pipe, then head out to the end of the level.

Use a fireball to clear away the Piranha Plant near the Goal Pole, then hop up to the second Pipe. Jump straight up to reveal an Invisible Block. After you collect the 1-Up Mushroom, jump up to the next Pipe, then make a running leap to the Goal Pole.

World 7-2

Star Medal

To collect the first Star Medal, you'll have to use the giant ! Block at Point 1. Circle the Chain Chomp until it lunges toward you, then hit the ! Block three times to create a temporary path. Jump up along the face blocks to collect the Star Medal from the ledge.

Look for the 1-Up Mushroom at Point 2. Whether you choose to follow the walkway or leap across the gap, make sure you time your jumps to avoid the swinging spikes.

The metal platforms at Point 3 are all connected, so the entire walkway reacts to your weight. When you stand on the blue panels, the platforms tilt to the left; when you stand on the purple panels, the platforms tilt to the right. Every time the walkway tilts, the spikes on each platform roll downward. Make your way across the platforms, and dodge the spikes as they roll back and forth.

Star Medal

The level's second Star Medal is floating above the Donut Blocks at Point 4. Stand on one of the walkway's blue panels to draw the spikes toward you. Hop over the spikes, then jump over to the Star Medal. Return to the walkway before the Donut Blocks drop away, and follow the path to the ledge.

The ? Block at Point 5 contains a Fire Flower. Run past both Chain Chomps to bait them into attacking, then dash in and hit the ? Block before they recover.

Star Medal

To collect the level's last Star Medal, you must dodge a series of hazards. Jump in place to dodge the first set of spikes each time they swing toward you, and try to gauge the timing of the retractable spikes in the next platform. Jump over to the Star Medal just as the spikes are about to lower, then hop across the gap to the right as the next set of swinging spikes moves away from the ledge.

To reach the top of the Goal Pole, use the platform at Point 7 as a ramp. Jump onto the blue panel and hop over the spikes as they roll toward you. Make sure you land on the blue panel to prevent the platform from tipping the other direction, then make a running leap to the Goal Pole.

World 7—Toad House

After you complete World 7-2, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Fire Flower. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

World 7-3

Note

You must collect a total of 60-70 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

Watch out for Fuzzies as you navigate the tightropes. Speed isn't always your best option. Make sure you look before you bounce!

Star Medal

Before you use the Warp Box at Point 2, drop down to grab the Star Medal below you. When you land, move to the left, then bounce back up and enter the Warp Box.

Star Medal

Arrange the Directional Blocks at Point 3 to create a path to the Super Note Block, then use it to bounce up to a secret area. When you land, search the ? Block to collect a Super Star. Dash to the right to find the second Star Medal at the end of the path.

Before you enter the Warp Box at Point 4, take a moment to use the nearby Binoculars. Aim the Binoculars up and to the right to find a group of Toads on a small platform. When you zoom in on the Toads, they toss two Super Mushrooms down to you.

After you reach Point 5, be especially careful when you bounce between tightropes. Patrolling Fuzzies and Para-Biddybuds aren't always easy to see. Before each bounce, make sure you check the area above you.

Star Medal

When you reach Point 6, wait for the Fuzzy to move out of your path, then bounce up to collect the Star Medal. Use a wall jump to avoid falling off of the screen, then continue up the path.

To reach the top of the Goal Pole, use the Directional Blocks to create a platform above the tightrope. You need enough height to make a proper jump, but be careful not to hit the Directional Blocks out of reach.

World 7-4

When you reach the Bob-ombs at Point 1, stay near the left edge of the gear to take advantage of its clockwise rotation—the extra speed helps you reach the next gear before the Bob-ombs detonate.

Star Medal

The level's first Star Medal is floating near the pole at Point 2. Climb to the top of the pole, then wait for the swinging platform to return. When you see its shadow appear on the platform, jump out to collect the Star Medal.

When you reach the openings at Point 3, take the time to explore each of them. The area on the left contains a ? Block with a Fire Flower, and the area on the right leads to the main passage. The blue platforms pause in front of the opening in the middle, so that's the safest spot to begin your search. Head inside and drop down to the area on the left, or make a running leap from the ledge to reach the area on the right.

Tip

One of the Morty Moles is holding a Super Mushroom, so defeat them all before you continue through the level.

Star Medal

Before you use the Warp Box at Point 4, perform a wall jump to collect the Star Medal above you. To avoid an unfortunate fall, make sure you steer toward the ledge as you push off of the wall.

Red Ring

When you pass through the Red Ring at Point 5, a trail of Red Coins leads toward the background. To collect them all, trigger the Red Ring as the platform rotates into position. If you time it properly, you can run straight through the Red Coins to collect another power-up.

Star Medal

To collect the level's last Star Medal, move to the platform at Point 6 and stand on one of its extensions. As the platform rotates, it carries you through the Star Medal.

World 7-5

Watch out for the Grinders scattered throughout the level. You'll find these hazards wedged between platforms or mounted on posts. Once they start spinning, Grinders can significantly alter the environment. Try to identify any panels or platforms that might be cut loose as you approach them.

Caution

Some platforms move along a set path after they're cut loose, but others drop right out of the level. Unless you know what effect a Grinder will have, it's best to limit the time you spend on each platform.

Star Medal

When you reach Point 2, Grinders begin to separate the platforms. The loose platforms vanish after a short time, so you must move quickly! Grab the Star Medal near the back wall, then dodge the remaining saw blades as continue along the main path.

There's a 1-Up Mushroom in a secret ? Block at Point 3! As you move through the narrow corridor, perform a series of wall jumps to reach the top of the large panels. After you collect the 1-Up Mushroom, jump back down to the main path. One of the ? Blocks ahead of you contains a Super Leaf, so make sure you grab it before you move on.

Star Medal

Before you approach the platforms at Point 4, look for the Star Medal near the background. Run across the platforms and hop over the first Grinder, then deal with the Tail Goomba blocking your path. Grab the Star Medal from the last platform, then hurry over to the Checkpoint Flag. These platforms drop away when they're cut loose, so you must move quickly.

The ? Block at Point 5 contains a Super Leaf. The Tanooki Suit is especially helpful in the upcoming area, so make sure you grab this power-up before it drops out of reach.

Star Medal

When you jump on the large platform at Point 6, it starts moving. Stay near the left edge and clear out any enemies that cross your path. As the platform passes through each set of Grinders, its cut sections drop away. Stay to the left to collect the level's last Star Medal, then jump across the platform's remaining sections to continue along the path.

Use the wood platforms at Point 7 to reach the top of the Goal Pole. The platforms are cut loose as you approach them, so make sure you move quickly.

World 7—Ship

Note

This level contains several spinning, cylindrical platforms. To safely cross one of these platforms, you must also move against its spinning motion. These platforms vary in size, speed, and direction, so use caution each time you step onto a new one.

Star Medal

Move onto the spinning platform at Point 1 and collect the level's first Star Medal. Run back to the top of the platform before you fall off, then continue to the right.

Check the Blocks at Point 2 to find a Boomerang Flower. This power-up allows you to defend yourself as you cross the upcoming platforms, so make sure you grab it.

Star Medal

Run along the spinning platforms at Point 3 to collect the second Star Medal. There's a troublesome Magikoopa guarding the area, so consider clearing the path with a well-aimed boomerang.

Star Medal

When you reach the Pipe at Point 4, deal with the Rocky Wrenches, then use the steps to the right to reach the upper deck. Hop onto the purple casing near the spinning platform, and jump up to collect a 1-Up Mushroom from an Invisible Block. Move onto the spinning platform and collect the Star Medal as it moves toward you.

Boss Battle: Boom Boom & Pom Pom

Boom Boom and Pom Pom make a formidable team, so it's best to deal with them individually. When the battle starts, jump onto Pom Pom's platform and dodge her attacks. Boom Boom can't leave the blue tiles, so stay on the platform until you're ready to deal with him.

Boom Boom and Pom Pom don't have any new attacks, so you should know what to expect. Dodge Pom Pom's attacks and jump on her head, then avoid her shell as she attempts to retaliate. Repeat the process until you defeat her, then turn your attention to Boom Boom. Stay on the platform until he becomes dizzy, then jump on his head to deliver a damaging blow. Return to the platform and repeat the process until you end the encounter.

Before you jump to the Goal Pole, jump onto the ? Block above the ship's bowsprit. Locate the Invisible Block above you to collect a 1-Up Mushroom.

Worlds

World Eight

World 8-1

As you move through the level, look for the small panels with tan outlines. These panels mark the paths traveled by spiked balls, so use caution when you move across them.

Find the Invisible Block at Point 2 to collect a Super Leaf, then use the moving platforms to reach the next area. When you collect the coins from the narrow ledge above you, crouch down to avoid the Fuzzies as they pass by.

Star Medal

Climb up to the ! Block at Point 3, and use it to create a temporary path. Follow the face blocks to the level's first Star Medal, then make a running leap toward the Pipe in the background.

When you cross the moving platforms at Point 4, watch the stairs for approaching spiked balls.

Tip

One of the nearby ? Blocks is actually a ? Box. Grab this temporary suit, then move around to generate some extra coins.

Star Medal

Jump onto the Block at Point 5, then follow the ledge to the second Star Medal. Check the surrounding ? Blocks for coins, then continue to the end of the ledge and return to the main path.

As you head down the ramp near the end of the level, you must dodge a series of spiked balls. Watch the background for giant spiked balls. Take extra care to dodge these oversized hazards!

Star Medal

The level's last Star Medal is located above the long ramp, but you must use the Cannon at Point 7 to reach it. Aim directly at the Star Medal, then fire yourself out of the Cannon to collect it.

Tip

To reach the top of the Goal Pole, you must fire yourself out of the Cannon. The Goal Pole offers a very small target, and a missed shot can end in disaster. Place the bottom edge of the reticle on the tip of the Goal Pole, then fire the Cannon to complete the level.

World 8-2

Star Medal

The level's first Star Medal is floating near the poles at Point 1. Wait for the nearby jet engines to vent their exhaust, then jump from the pole to collect the Star Medal. It won't take long for the engines to fire up again, so you must move quickly. When you're ready to continue, jump onto the pole to the right and ride to the next platform.

The jet engines at Point 2 are always active, and the pole passes right through their exhaust. Climb to the top of the pole to pass above the flames, and wait for the pole to reach the next platform.

Star Medal

The second Star Medal is located just past the rotating platforms at Point 3. Ride down to the Star Medal, then hop onto the Donut Blocks to collect it.

Smash the Blocks at Point 4, then hop onto the used Block in the corner. Jump straight up to find an Invisible Block, then collect the revealed Super Leaf.

When you approach the pole at Point 5, it moves away from you. Dash to the pole and jump on before it reaches the end of the Donut Blocks.

Caution

The pole passes by a cluster of jet engines, so be sure to watch the path ahead of you. To avoid the flames, you must adjust your position to slip through the small gaps between the engines.

Star Medal

While you're chasing the next moving pole, look for the Star Medal at Point 6. Veer over to grab it, then swerve back to the main path and catch up to the pole.

Before you jump to the Goal Pole, search the bushes at Point 7 to find a Coin Coffer. Wait for the Coin Coffer to move away from the edge of the platform, then attempt to collect your extra life.

World 8-3

Note

You must collect a total of 70-80 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels or continue to play through the game until you collect enough Star Medals to access this level.

This level contains a wide variety of green-and-yellow platforms. Some of these platforms spin continuously, some rotate at regular intervals, and some swivel back and forth to create multiple paths. As you traverse the level, you must adjust to the size, shape, and motion of each platform. This level is packed with Rocky Wrenches, so time your jumps to avoid their attacks.

There's a Tail Wheel on the small, floating ship at Point 2. If you brought a Tanooki Suit into the level, you can use the wheel right away. If not, you must return to this area after you collect a Super Leaf. Use the nearby spinning platforms to continue through the level. Jump onto the first platform, and walk along the top of it as it spins. When the platform's wider section begins to tilt upward, it acts as a temporary ramp. Jump from the ramp to reach the next platform, then repeat the process to land near a Rocky Wrench.

Red Ring

Before you pass through the Red Ring at Point 3, step onto the spinning platform to the left. Jump up to collect a Super Star from the Invisible Block above you. Hurry over to the Red Ring, then collect the Coins from the spinning platforms. While the Super Star is active, it protects you from the nearby Rocky Wrenches. Gather all of the Red Coins before they vanish to earn a Super Leaf.

Star Medal

Once you have a Super Leaf, return to the Tail Wheel near the start of the level. Use the wheel to raise the ship up to the ledge, then jump over and collect the Star Medal. Jump down to the main path, and return to the spinning platforms near the Checkpoint Flag.

Star Medal

Jump along the spinning platforms to collect the Star Medal at Point 5. Before you move on, head over and deal with the nearby Rocky Wrench. Hop to the next platform and smash the 1-Up Mushroom Board to reveal a real 1-Up Mushroom.

The long platform at Point 6 sweeps along a 90-degree arc. Wait for the platform to lie flat, then jump on and run to the right. Try to reach the end of the platform before it returns to its upright position. If you're in danger of falling, look for the narrow ledge near the middle of the platform.

To find the Star

Star Medal

Medal at Point 7, stand at the edge of the long platform while it's lying flat. Jump over to grab the Star Medal, then wait as the platform returns to its upright position. When the platform moves back into range, jump on and ride up to the next area.

World 8-4

Hit the ? Block at Point 1 to collect a Fire Flower. As the platform continues through the area, use a few fireballs to slow down any Boos that get too close for comfort. This power-up also lets you light the torch in the next area, so try to hang onto it!

Star Medal

Use the Switch-board at Point 2 to chase the Star Medal along the tracks. When the Star Medal stops, keep the Switchboard below it and wait for the stone barriers to emerge from the background. Wall-jump up to the Star Medal, then wait for the barriers to pull away from the tracks.

Use the Switchboard to reach the Roulette Block at Point 3. Before you collect your power-up, face the nearby Boo to keep it from moving toward you.

Star Medal

When you reach the revolving platform at Point 4, walk along its edge to collect the second Star Medal. Before you move on, search the ? Block at the center of the platform to collect a Super Star. When the Boos appear, run to the left and take out the first enemy to collect a Super Leaf. Clear out the remaining Boos before the Super Star wears off to earn an extra life.

Star Medal

Avoid the Boos and Peepa as you ride the moving platform to Point 5. When you approach the Star Medal, a Big Boo appears to the right. Run up to grab the Star Medal, then dash to the opposite edge of the platform. The Big Boo starts chasing you as soon as you turn your back, so spin around to face it as the platform continues along its path.

When you reach the end of the level, hop onto the platform and ride up toward the top of the Goal Pole. As the platform moves into position, make a running leap from its edge.

World 8-5

This level contains several Red-Blue Panels, so you must plan your jumps accordingly. The crumbling platforms at Point 1 don't give you much time to react—make sure the Red-Blue Panel's blue side is showing by the time you reach it.

Star Medal

The Star Medal at Point 2 is located on the blue side of a flipping panel. To collect it, you must jump to the platform while its red panel is showing. When you jump toward the gap, the blue panel swings up to present the Star Medal and a safe landing spot.

Before you cross the flipping platforms at Point 3, watch the Bullet Bills moving toward you. When the first Tail Bullet Bill appears, defeat it to collect a Super Leaf.

One of the Blocks at Point 4 contains a Boomerang Flower. This power-up is particularly useful in dealing with troublesome Rocky Wrenches, so make sure you grab it on the way to the Checkpoint Flag.

Star Medal

The level's second Star Medal is located near the Red Ring at Point 5. There's a Rocky Wrench just below the Star Medal, so be careful when you attempt to collect it. Use a well-aimed boomerang to smash through incoming wrenches and defeat this enemy from a distance. If you've lost your power-up, time your jumps to dodge the Rocky Wrench's attacks, then jump on its head to collect the Star Medal.

Red Ring

After you pass through the Red Ring, jump along the platforms to collect the Red Coins. The nearby Rocky Wrenches can make your task fairly difficult, so time each of your jumps to dodge their attacks. Collect all of the Red Coins before they vanish to earn a Super Leaf.

Star Medal

The level's last Star Medal is inside the Mystery Box at Point 7. Clear out the Rocky Wrenches inside the Mystery Box, then wall-jump up to the Star Medal before the time runs out.

The Banzai Bills around Point 8 travel over the red halves of the flipping platforms. Time your jumps to avoid these massive enemies as you make your way through the area.

As you move along the flipping platforms at Point 9, time your jumps to dodge the attacks from the Rocky Wrench at the end of the path. When you're close enough, jump onto the enemy and make a running leap to the top of the Goal Pole.

World 8—Bowser: Part 1

Note

You must collect a total of 80-90 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

When the level starts, run toward the two Magikoopas at the end of the walkway. If you move quickly, you can defeat both opponents before they have a chance to attack. When you jump on the P Switch, a large platform emerges from the lava.

Before you hit the ? Block at Point 2, wait for the Magmaargh to emerge from the lava. After it passes through the platform, collect the coins from the ? Block before the next Magmaargh appears. There's a Lava Bubble near the edge of the platform, so make sure you avoid it when you jump to the walkway.

Star Medal

When you reach Point 3, wait for the geysers to die down, then jump over to the pole. Move around to the front of the pole before the geysers start up again, then slide down to collect the Star Medal near the lava. There's a Magikoopa waiting on the ledge above you, so be ready to defend yourself as you climb up the pole.

Star Medal

There are three Boomerang Bros waiting for you at Point 4. Their combined attacks can be difficult to dodge, so move quickly to thin out their ranks. Dash to the Boomerang Bro on the right. After you dodge his first attack, jump on his head to defeat him. After a moment, the Boomerang Bro to the left jumps toward you. Wait for him to do so, then jump on his head before he attacks. After you even the odds, defeat the last Boomerang Bro to reveal a Boomerang Flower. Collect the power-up, then use a boomerang to collect the nearby Star Medal.

The Magikoopas at Point 5 can be a real nuisance, so take them out as soon as they appear. Throw a boomerang at the enemy to the right, then jump on the remaining enemy before it has a chance to attack.

Star Medal

On your way to face Bowser, jump up and throw a boomerang through the Star Medal at Point 6.

Boss Battle: Bowser

Bowser's fireball and tail whip attacks are similar to those used by the imposters you faced in other castles, but his jump attack is far more dangerous. Each time Bowser lands, it sends a shock wave through the area. To avoid taking damage, you must jump over each shock wave as it moves toward you.

As you dodge Bowser's attacks, look for opportunities to slip past him. When Bowser jumps to the edge of the path, hop over the shock wave and run through the opening. Keep an eye on Bowser each time you pass him. If he winds up for a tail whip, be prepared to jump over the incoming attack. Keep running until Bowser jumps past you, then hop over the shock wave and look for your next opportunity.

Watch out for the Lava Bubbles near the end of the bridge. To safely cross the last two gaps, you must time your jumps to avoid these troublesome obstacles in addition to dodging Bowser's attacks. When you see an opening, head for the switch at the end of the bridge. Dodge past the second group of Lava Bubbles, then jump on the switch to end the encounter.

World 8-6

When you stand on the cage-like platforms at Point 1, they sink into the lava. Cross each platform before it sinks too low, or jump in place to allow it to rise back up. You'll find several of these cage-like platforms on your way through the level. Some of them contain valuable objects, but many of them are placed above dangerous geysers. Be sure you check for items and hazards each time you encounter one of these platforms.

When you reach the cylindrical cage at Point 2, hop on and move forward until it begins to roll. As the cage picks up speed, walk in the opposite direction to keep from falling off. The cage reacts to your weight, so your position affects the speed and direction of the roll.

Star Medal

Like the cylindrical cage, the platform at Point 3 reacts to your weight. As the platform rolls, it moves along a length of a giant bolt. Roll the platform counterclockwise, and dodge the attacks of the nearby Magikoopa until you reach the end of the bolt. Jump up and grab the Star Medal, then roll the platform the other direction to reach the Warp Box.

Red Ring

When you reach Point 4, draw the Wallop toward the bottom of the screen, then jump through the Red Ring. As the Wallop slams down, follow the Red Coins to the next platform. As you move across the platform, it begins to roll. Stay near the edge of the platform to gain as much speed as possible. Collect the remaining Red Coins before they vanish to earn a Super Leaf.

Star Medal

The level's second Star Medal is located inside the platform at Point 5. Stop the cylindrical cage next to the platform, then wait for the geyser below the Star Medal to subside. Jump to the center of the platform to push it down through the Star Medal, then hop back to the cylindrical cage.

Star Medal

The last Star Medal is on the large, spinning platform at Point 6. The platform reacts to your weight, so it only spins if you stray from the center of the path. Each time you reach a gap, carefully spin the platform to move a walkway into the top position. The path takes you through geysers and Magikoopas, so stay on your toes. When you reach the end of the path, carefully spin the platform to bring the Star Medal to you. When you're ready to continue, spin the platform until you drop through the gap to find a Warp Box.

Caution

Make sure you collect the Star Medal before you drop through the gap. Once you drop down, there's no way back up!

World 8—Bowser: Part 2

Note

You must collect a total of 100 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

When the level starts, you find yourself riding a large cart into Bowser's lair. After the tracks dip down to the lava, the cart takes you through a series of fireballs. Stand at the corner of the cart to avoid the first fireball. After you turn the corner, watch the back wall for more approaching fireballs, and move around the cart to dodge them.

Star Medal

As you approach Point 2, move to the back of the cart. If you stay near the edge, the cart should carry you safely through the next few fireballs. When you reach the Star Medal, jump up to grab it, then dodge the remaining fireballs.

Star Medal

The level's second Star Medal is high above the wooden platforms at Point 3. There's a geyser beneath each of the platforms, so use caution as you move across them. Jump on the Dry Bones guarding the second platform, then crouch down and wait for the geyser to erupt. When the geyser launches the platform into the air, perform a backflip to collect the Star Medal above you.

Star Medal

After you reach the second cart, you must dodge another series of fireballs. As you move along the tracks, watch for the shadows of incoming fireballs. Adjust your position to avoid each of the fireballs as they pass by, then jump up to grab the Star Medal at Point 4.

Red Ring

Run to the Toads at Point 5 to collect a 1-Up Mushroom, then hop into the nearby Cannon. Aim for the center of the Red Ring, then fire yourself to the next platform. When you land, collect the Red Coins to earn a Super Leaf. Use the second Cannon to fire yourself through the stack, then follow the path to the tower's entrance.

When you enter the tower, Bowser appears on a nearby platform. This encounter is significantly different from your previous battles. Rather than block your path, Bowser uses a variety of long-range attacks to hinder your progress. You must dodge his attacks as you traverse the level, but watch the path for additional enemies, unstable platforms, and other common hazards.

Hit the ? Block at Point 7 to collect a Super Leaf. The Tanooki Suit's flutter jump makes it much easier to avoid enemies and cross unstable platforms.

When Bowser moves to Point 8, he throws a series of large barrels at you. Move along the edges of the path, and dodge around each barrel as it rolls toward you. Each time you step on a blue platform, it drops away. Move quickly, and avoid running along the center of the path.

As you approach Point 9, Bowser uses more familiar tactics. Dodge his fireballs, jumps, and tail whips until you see a chance to slip past him. The switch at the end of the bridge is blocked by four columns.

Stay near the columns until one of Bowser's attacks destroys them, then jump onto the switch and continue along the path.

When Bowser returns, he resumes his long-range attacks. Dodge Bowser's fireballs, and watch out for the additional enemies and unstable platforms as you continue along the path. When you reach the top of the tower, Bowser chases you across a Block-covered bridge. Keep running, and jump over any Blocks in your path. Stay ahead of Bowser until you reach the end of the bridge. Jump on the switch to end the chase, then follow the path to the end of the level.

Specials

Special One

You've defeated Bowser and rescued the princess, but the adventure doesn't end there! After you complete the main game, you can play through a series of Special Worlds. Many Special Worlds use new enemies, items, and features to create fresh challenges on familiar maps. As you play through each of these levels, keep an eye out for relocated platforms, power-ups, and Star Medals.

As you progress through the Special Worlds, Star Medals become much more important. Unlock requirements can jump by as much as 40 Star Medals between locked levels, so consider making Star Medals a priority. If you need to revisit completed levels, use the Pipes on the level-selection screen to move between the worlds and the Special Worlds.

Special 1-1

Grab the Statue Leaf from the tree stump at Point 1 to gain an enhanced Tanooki Suit. This level is filled with spike-covered enemies, and Mario's statue form gives you one more way to defeat them.

The ? Block at Point 2 contains a Poison Mushroom that will follow you around the area after it emerges. Avoid the ? Block or use the nearby Super Star to protect yourself from the Poison Mushroom's effects.

Tip

Poison Mushrooms move along the ground, which limits their ability to follow you. When you discover one of these nasty items, head for higher ground or jump across a gap.

Star Medal

The level's first Star Medal is floating above the platform at Point 2. There are several ways to reach it, but it's easiest to flutter-jump from the nearby steps. When you land, hop onto the nearby Block and perform a Crouch-Jump to collect the Star Medal.

Jump onto the rubber platform at Point 4, and bounce up to find a Statue Leaf concealed in an Invisible Block. Hop over to grab it, and continue to the right to find a Super Star. Before you collect it, crouch down and search the narrow passage in the wall to find a hidden 1-Up Mushroom. When you're ready, head back and grab the Super Star, then continue along the main path.

Star Medal

As you follow the rubber platforms along the castle wall, collect the Star Medal at Point 5. When you reach the top of the castle, grab the Super Star near the ledge and clear out all of the nearby Prongos.

Star Medal

Before you jump for the Goal Pole, look for the platforms along the castle's front edge. Follow the platforms to find the level's last Star Medal.

Special 1-2

Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

When the level starts, dash to the ? Blocks at Point 1 to collect a Fire Flower. If you move quickly, you should be able to grab the power-up before the Cosmic Clone materializes. Continue along the path and use your fireballs to clear out the Spinies ahead of you.

Star Medal

When you reach the crumbling platforms at Point 2, veer toward the back wall to collect the first Star Medal. Cross the platforms before they fall apart, or drop down and use the Pipe on the ground to return to the path.

Star Medal

As you approach the Star Medal at Point 3, watch out for the spikes that swing through the area. Stay ahead of the Cosmic Clone, but make sure you clear the spikes when you jump up to collect the Star Medal.

Tip

You can also jump over to the narrow ledge along the back wall. The jump is fairly difficult however, so it's generally safer to deal with the spikes on the bridge.

Star Medal

After you grab the second Star Medal, move toward the bottom of the screen and continue to the right. Jump onto the rubber platform at Point 4 and bounce through the level's last Star Medal. Head across the bridge to the right, and dodge the spikes until you reach the other side.

Jump onto the rubber pad at Point 5, then bounce up to the ledge above you. Follow the path to the left to grab a 1-Up Mushroom, or head to the right to find the exit Pipe.

Use the Super Star at Point 6 to take care of the Cosmic Clone. Once you have a little breathing room, hop onto the moving platforms and make a running leap to the top of the Goal Pole.

Special 1-3

Note

To traverse this level, you must use the available Cannons to fire yourself between platforms. To ensure a safe landing, aim each Cannon at the coins placed along the main path.

Star Medal

All three of this level's Star Medals are located on small, fireball-shaped platforms located away from the main path. When you enter the first Cannon, look for the Star Medal to the left. Place the reticle's lower edge just above the Star Medal, then fire yourself over to the platform. After you collect the Star Medal, use the Warp Box to return to the Cannon.

When you reach the Goomba-shaped platform, collect a power-up from the Roulette Block. The Baddie Boxes provide an endless supply of enemies, so it's best to keep moving. When you're ready to continue, head to the Cannon across the platform.

Red Ring

After you enter the Cannon at Point 3, shoot yourself through the Red Ring near the cloud-shaped platform. When you land, collect all of the Red Coins before they vanish to earn another power-up.

Star Medal

After you enter the Cannon at Point 4, look for the fireball-shaped platform to the left. Place the reticle just above the Star Medal to ensure a safe landing. After you collect the Star Medal, use the Warp Box to return to the Cannon.

When you reach Point 5, look for the single Block placed along the back wall. Somersault through the Block, then follow the passage to enter a hidden Mystery Box. When you land, move around the room and search the Blocks above you. You have very little time to collect their contents, so try to hit at least two fresh Blocks during each jump.

Tip

There are additional passages hidden throughout the platform. Search each of them to collect some extra coins.

The P Switch at Point 6 reveals a trail of musical notes. Collect all of the notes before they vanish to earn another Statue Leaf. Before you continue, check the platform for ? Blocks, a green + Clock, and additional P Switches.

Tip

One of the ? Blocks is actually a ? Box! This temporary power-up generates coins as you move through the level.

There are four 1-Up Mushrooms near the end of the level. Use the last Cannon to fire yourself through one of the three 1-Up Mushrooms on the way to the Goal Pole. When you land, head into the castle just past the Goal Pole to collect another 1-Up Mushroom.

Star Medal

When you enter the Cannon at Point 7, look for the fireball-shaped platform to the right. Place the lower edge of the reticle along the front edge of the platform. After you collect the Star Medal, use the Warp Box and return to the Cannon.

Special 1—Toad House

After you complete Special 1-3, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Super Leaf. Remember, you can only get the power-up from a Toad House once, so make sure you save it for when you need it.

Special 1-4

Star Medal

The level's first Star Medal is located on the stone formations at Point 1. Hop onto the small formation to the left, then backflip up to the Star Medal.

As you move along the path, watch out for incoming boomerangs. The narrow path doesn't leave you much room to dodge. When you spot a Boomerang Bro, stay out of range and wait for the attack. When the second boomerang switches direction, follow it back to your attacker.

Red Ring

Pass through the Red Ring at Point 3, then bounce along the tightrope to collect the Red Coins. You must move quickly, so time each bounce to avoid the Paragoombas ahead of you. Collect all of the Red Coins before they vanish to earn a power-up.

Star Medal

As you approach Point 4, jump onto the Boomerang Bro to collect a Boomerang Flower. The second Star Medal is floating high above the platform. Use the Star Medal's shadow to determine its location, then perform a wall jump to collect it.

Run through the Fluff near the Checkpoint Flag to reveal a Super Mushroom, then use the Warp Box to travel across the gap. The leftmost ? Block across the gap contains a Poison Mushroom, so it's best to avoid it. Search the remaining Blocks, then check behind the waterfall to collect a 1-Up Mushroom.

Star Medal

When you reach Point 6, look for the tightrope located high above the main path. Bounce up to the tightrope and follow it to the level's last Star Medal.

As you approach Point 7, a Boomerang Bro drops into your path. Wait by the ledge to allow the first attack to pass over you, then move quickly to defeat your opponent. When the path is clear, make a running leap to the top of the Goal Pole.

Special 1—Castle

Note

You must collect a total of 110 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

You start this level with very little time on the clock. To extend the time limit, you must collect the + Clocks located throughout the level.

When the level starts, you have just 30 seconds on the clock. Drop down and grab the blue + Clock at Point 1 to add 10 seconds to the time limit. There aren't many + Clocks along the main path, so it's essential to keep moving. As you move across the gears, look for another blue + Clock near the rotating fireballs.

Caution

There's a boss battle toward the end of the level, so you'll want to make sure you have enough time to complete it. Consider ignoring enemies and coins to shave valuable seconds off of your trip through the castle.

Star Medal

Jump onto the ? Block at Point 2 to collect the first Star Medal. Before you move on, ground-pound the ? Block to collect a Statue Leaf.

Don't let the Hammer Bros at Point 3 slow you down. It takes them a moment to spot you, so just dash straight between them. Jump over their first attack and continue along the path.

Star Medal

Dodge the Prongo at Point 4 and grab the blue + Clock at the corner of the platform. Jump straight up to reveal a Super Star hidden in an Invisible Block, then hop up and collect the Star Medal.

Tip

Try to reach the Thwomps at Point 5 before the Super Star wears off!

Star Medal

There's a blue + Clock behind each of the Thwomps at Point 5, so make sure you grab them both. After you slip behind the second Thwomp, wall-jump up to the Star Medal above you. Continue wall-jumping until you reach the ledge. Collect the blue + Clock near the Binoculars, then run to the left to collect another one. Drop back down to the main path and continue through the level.

Boss Battle: Dry Bowser

The encounter with Dry Bowser is almost identical to an earlier boss battle, so you shouldn't have much trouble defeating him. Dodge his fireballs as you close the distance, then look for an opportunity to slip past him.

Depending on how many + Clocks you managed to collect, you may need to pick up the pace a bit. After you slip past Dry Bowser, he uses a massive jump to get back in front of you. If you can afford to take some damage, consider running straight through his landing spot. The impact will cost your active power-up, but you'll save precious time. When you reach the end of the bridge, collect the green + Clock and step on the switch. With 100 extra seconds on the clock, you should have plenty of time to reach the end of the level.

It's Luigi Time!

After you complete Special 1—Castle, Luigi is unlocked as a playable character! To switch between Mario and Luigi, tap the icon in the lower-right corner of the touch screen during level selection. Any power-ups you have will carry over to the new character, so you can switch as often as you like!

Luigi has all of Mario's moves, but he's able to jump much higher. Unfortunately, his longer legs make him less agile on the ground. Sudden stops cause Luigi to slide farther than his brother would, making it a bit more difficult to navigate small platforms.

Each time you complete a level, the game records which character was used. To unlock the game's final challenge, you must complete each level with both Mario and Luigi and reach the top of each Goal Pole at least once.

Specials

Special Two

Special 2-1

Star Medal

When you reach the Note Blocks at Point 1, bounce up to grab the level’s first Star Medal.

Red Ring

Take out the Piranha Plant and Fire Piranha Plant at Point 2, then stay near the back wall as you continue to the right. After you pass through the Red Ring, collect the Red Coins from the platforms ahead of you. Stay clear of the Piranha Plants and collect all of the Red Coins to earn a Fire Flower.

Hit the ? Block at Point 3 to collect another Fire Flower, then use the Note Blocks to bounce up to the next platform.

Star Medal

The second Star Medal is floating near the back wall at Point 4, so make sure you’re in position to grab it. As you jump along the moving platform, look for the Star Medal’s shadow to pinpoint its location.

Star Medal

When you reach the end of the level, use the moving platforms to reach the level’s last Star Medal. As the platforms reach the top of their path, make a running leap to the building in the background. After you collect the Star Medal, hop back down to the platforms and make a running leap for the Goal Pole.

Special 2-2

Note

You start this level with very little time on the clock. To extend the time limit, you must collect the + Clocks located throughout the level.

This level’s underwater areas make it particularly difficult to stay ahead of the clock. Swimming is much slower than running on dry ground, and the unpredictable Bloopers can force you off course. You’ll find several blue + Clocks in each area, and you’ll need to collect nearly all of them to reach the end of the level.

Star Medal

Collect the Star Medal at Point 2, then slip under the nearby Blooper to collect the + Clock below the coin ring.

Star Medal

Touch down on the rubber pad at Point 3 to launch yourself through the Star Medal above you. Wait for the nearby Spike Eel to pull back into its den, then drop down through the opening in the tunnel floor. Ground-pound the Blooper and collect the two blue + Clocks.

Tip

If you have a Statue Leaf handy, use a ground pound to clear out the Spike Eel before you swim down to the hidden + Clocks. This is much faster than waiting for the Spike Eel to move back into its den.

When you reach Point 4, touch down onto the rubber pad to bounce through the coin rings and return to the surface.

Star Medal

After you hop out of the water, run to the left and wall-jump up to the level’s last Star Medal. If you have enough time, stand on the Pipe and jump straight up to reveal an Invisible Block containing five coins. When you’re ready to leave, enter the Pipe to travel to the Goal Pole.

Special 2-3

As you slip through the Fuzzies near the start of the level, keep an eye out for the Statue Leaf at Point 1. The power-up moves in and out of reach, so you may have to delay your approach to collect it.

Tip

After you collect the Statue Leaf, you can use Mario’s statue form to ride straight through most enemies and obstacles!

There’s a gap in the tracks at Point 2. As you begin to drop, make a running leap to the next Switchboard. As you continue along the tracks, you’ll encounter several dangerous drops. Depending on the situation, you may need to reverse direction or jump to safety.

Star Medal

Defeat the second Blokkablok at Point 3 to collect another Statue Leaf, then continue along the tracks. As you approach the Star Medal, jump over the spikes and collect it. If you’re having trouble avoiding the spikes, ground-pound into your statue form and allow them to swing right into you. After you destroy the hazard, simply jump up to grab the Star Medal.

Red Ring

When you drop down to Point 4, watch out for the Fuzzies patrolling the tracks. The ? Block to the left contains a Poison Mushroom, so it’s best to skip it. Jump through the Red Ring, and use the next Switchboard to collect the first three coins. Hop over to the next track and collect the remaining Red Coins to earn a Statue Leaf.

Star Medal

Pass over the geyser at Point 5, then reverse direction to approach it from the right. When you’re launched into the air, look for the Star Medal floating high above the tracks. Jump up to grab the Star Medal before you drop back down to the tracks. Pass over the geyser once more and jump to the next Switchboard.

The geyser at Point 6 doesn’t fire off when you first pass over it. Move the Switchboard just past the geyser, then reverse direction before you fall off of the tracks. When the geyser launches you into the air, make a running leap to the next Switchboard.

Star Medal

Before you enter the Pipe at the end of the tracks, use the Switchboard to collect the Star Medal at Point 7. Stop the Switchboard before it falls off the tracks, then grab the Star Medal and head back to the right.

As you approach the Fuzzies at Point 8, jump up to slow down the Switchboard. Wait for a chance to slip past the patrolling enemies, or use your Statue form to ride straight through them. Continue to the end of the tracks, then jump to safety as the Switchboard falls through the gap.

After you pass through the Pipe, use the ! Block to create a temporary path to the Switchboard. To reach the top of the Goal Pole, you must jump from the Switchboard before it drops down to the lower tracks.

Special 2-4

Grab the Propeller Box at the start of the level, and use it to climb up along the platforms. The Propeller Box is required to move between areas, so there are more of them located throughout the level. If you lose this essential power-up, check nearby ? Blocks to find a replacement.

Star Medal

When you reach the Blocks at Point 2, fly up to the ledge above you. Run to the left until you find the Star Medal, then head back to the right and drop down to the main path. Before you move on, search the nearby Blocks to find a Statue Leaf.

Star Medal

The second Star Medal is floating high above Point 3; consider using the nearby Goomba Tower to give you the extra boost you’ll need to collect it. Move toward the Goombas until they attack, then stand near the Star Medal’s shadow. When they move into range, use the Propeller Box to fly into the air. Bounce off of the Goomba at the top of the stack, and fly up to grab the Star Medal. On your way down, clear out each of the Goombas to earn some extra lives.

Note

If you’d rather not deal with the Goomba Tower, climb the platforms to the right, then fly back to collect the Star Medal.

Red Ring

There’s a Red Ring floating above the platforms at Point 4, so look for its shadow as you approach the area. Stand at the center of the shadow, and use the Propeller Box to fly up through the Red Ring. Float down through each of the Red Coins before they vanish to earn a Statue Leaf.

The wooden barriers at Point 5 are too high to fly over, so you must approach them from below. Hop off of the platform and pass under the first barrier, then hold the jump button to fly up between them. When you start to float back down, steer toward one of the barriers and perform a series of wall jumps to reach the next platform. When you land, use the Propeller Box to reach the ledge above you. Follow the 1-Up Mushroom Boards to the left to discover a real 1-Up Mushroom hidden among them.

Star Medal

When you reach the Donut Blocks at Point 7, fly up and collect the level’s last Star Medal. Float down to ensure a safe landing as you return to the path. Clear out the Goomba Tower to collect a few more extra lives, then continue to the end of the level.

Special 2-5

To progress through this level, you must use Flip Panels to create temporary paths. Many of these paths are longer or more complicated than those found in similar levels. Before you trigger a Flip Panel, check the area for patrolling Stingbies.

One of the Blocks at Point 2 contains a Statue Leaf. Make sure you grab it before the Flip Panel resets.

Caution

The ? Block on the far side of the platform contains a Poison Mushroom.

Star Medal

Step on each of the Flip Panels at Point 3. Start from the platform’s right edge to end with the Flip Panel on the left. As the three paths connect, follow them up to the level’s first Star Medal. Climb up along the path and grab the Star Medal, then jump over to the platform before the path collapses.

When you step on the two Flip Panels near the Checkpoint Flag, their paths combine to wind past three Warp Boxes. Enter the nearest Warp Box to collect a green + Clock floating above the Checkpoint Flag. Wait for the Flip Panels to reset, then trigger them again and run to the end of the path.

Star Medal

As you approach the end of the path, jump down to the lower Warp Box. When you emerge, you automatically collect the second Star Medal. Trigger the Flip Panels one more time, and run to the remaining Warp Box to move on.

When you trigger the Flip Panels at Point 6, their paths combine to form a large structure. As the paths emerge, dash ahead of them before they trap you in the corner. Jump up along the structure to find two more Flip Panels.

Star Medal

After you climb up to Point 7, jump onto the Flip Panel to the left. Follow the path through its first left turn, and dash along the straightaway. When you reach the second turn, jump straight off of the path to find the last Star Medal on a hidden platform.

Before you can reach the top of the Goal Pole, you must reach the Flip Panel floating above the platform. When you trigger the Flip Panel on the ground, it creates a small structure. Jump up to land on each level of the structure as it unfolds. Hop up to the floating Flip Panel, then make a running leap to the top of the Goal Pole.

Special 2—Ship

Note

You must collect a total of 120 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

When the level starts, move toward the bottom of the screen to find a hidden Super Mushroom. When you search the nearby ? Blocks, avoid the one on the right; it contains a Poison Mushroom. As you continue along the main path, you must negotiate unstable platforms, Bob-ombs, and retractable spikes. The narrow strip of wood that runs alongside the spikes allows you to avoid most of these hazards.

Red Ring

When you pass through the Red Ring at Point 2, a small Cannon appears at the end of the platform. As you collect the Red Coins, the Cannon fires spiked balls at you. Dodge the attacks, and collect all of the Red Coins to earn a Statue Leaf.

Star Medal

The first Star Medal is located above one of the small Cannons. As you approach the Cannons near Point 3, dodge the spiked balls they fire at you. After you make it safely past the Cannons, you’re free to collect the Star Medal. Hop on the Cannon and perform a backflip, or flutter-jump from the ledge to the right.

Star Medal

The second Star Medal is on a small platform at Point 4. When you jump over to collect it, a Banzai Bill appears right in front of you. Jump back to the walkway and get clear of the Banzai Bill before it leaves its chamber.

Tip

You’ll face several more Banzai Bills along the path to the right, and the retractable spikes don’t leave much room to dodge these massive enemies. When you’re stuck in the path of a Banzai Bill, stand near the edge of the spikes and crouch down. It’s a tight squeeze, but the Banzai Bill should pass right by you.

Star Medal

As you make your way across the walkway, look for the platforms at Point 5. Drop down to find the Star Medal floating above a set of retractable spikes. Wait for the spikes to drop down, then jump across and grab the Star Medal. Hop back to the platforms before the spikes reappear and return to the main path.

When you reach the end of the level, walk onto the ship’s bowsprit. Smash the 1-Up Mushroom Board to collect a real 1-Up Mushroom, then head to the right to attempt your Goal Pole jump.

Specials

Special Three

Special 3-1

Star Medal

As you ride the platform at Point 1, look for the Star Medal floating to the right. Make a running leap through the Star Medal to land safely on the next platform.

Star Medal

When you jump to the rubber platform at Point 2, bounce in place until the next platform swings toward you. When it moves into range, bounce onto the blue platform and jump over to collect the Star Medal. Land on the ? Block below the Star Medal, or steer your jump to meet the platform as it reaches the end of its path.

Red Ring

As you swing toward the Red Ring at Point 3, try to stay near the center of the platform. Jump up to pass through the Red Ring, then continue along the path. The Red Coins are farther away than normal, so keep moving until you see them. Collect the Coins from each of the platforms, then jump onto the nearby Blocks to grab the last one. Collect all of the Red Coins before they vanish to earn a power-up.

Star Medal

When you reach the swinging platforms at Point 4, the camera angle tilts down to show a Star Medal below you. Move down along the platforms and grab the Star Medal as you swing into range.

To reach the top of the Goal Pole, you must leap from the platform as it swings into position. Start running when the platform reaches the base of the Goal Pole, then jump from the edge as the platform reaches the end of its track.

Special 3-2

This level utilizes the colorful spinning platforms found in World 4-3. However, the location, direction, and size of each platform makes for some challenging jumps. As you move along the first group of spinning platforms, watch out for the gap at Point 1. Jump from the red platform and bounce off of a nearby Paragoomba to safely reach the ledge.

One of the ? Blocks at Point 2 contains a Statue Leaf. Make sure you collect it before you continue to the next series of spinning platforms.

Star Medal

The level's first Star Medal is located on the blue platform at Point 3. Flutter-jump over to collect it, then return to the main path.

Star Medal

When you reach Point 4, use the Star Medal's shadow to pinpoint its location. Jump up to the Blocks along the back wall. If you still have a Tanooki Suit, flutter-jump over to the Star Medal; if not, perform a wall jump to gain enough distance.

The ? Block at Point 5 contains another Statue Leaf. Make sure you collect this valuable power-up before it slides off the platform.

Star Medal

As you run along the green platform at Point 6, look for the small, red platform to the left. When you're within range, jump across to the red platform to collect the level's last Star Medal.

Special 3-3

Note

You start this level with very little time on the clock. To extend the time limit, you must collect the + Clocks located throughout the level.

The level starts with just 30 seconds on the clock, so speed should be your priority. Collect the + Clocks located throughout the level, and avoid enemy encounters whenever possible.

Star Medal

Slip past the Fuzzies, and use the Note Block at Point 2 to bounce straight up to the tightrope above you. The Star Medal is just above the Fire Piranha Plant to the left. Bounce over and grab the Star Medal, then drop down and take out the Fire Piranha Plant. Head back to the right and drop down to grab the Super Mushroom and a + Clock, then bounce up and enter the Warp Box.

Star Medal

Grab the Star Medal at Point 3, then jump into the nearby Warp Box. When you emerge, you land on a tightrope. Move to the right and let the incoming Fuzzies pass by, then grab the Statue Leaf that's trailing behind them.

Star Medal

When you reach Point 4, the level's last Star Medal is floating directly above you. Jump up to grab it, then continue along the tightropes.

To reach the top of the Goal Pole, perform a well-timed bounce from the nearby tightrope. With enough height, you shouldn't have any trouble making a perfect landing.

Special 3—Mystery Box

After you complete Special 3-3, you gain access to a new Mystery Box. This Mystery Box contains a random encounter. Clear the area and collect your reward before time runs out.

Special 3-4

This level has very few enemies, so most of your time is spent negotiating devious traps. Spiked hazards are located throughout each area, and they can vary in size, shape, and behavior. Timing is essential! Before you charge into a cluster of swinging spikes, take a moment to observe their movements and identify the nearest safe areas.

Star Medal

The first Star Medal is located at Point 2. As you dodge the spikes along the walkway, time your jump to grab the Star Medal. It won't take long for the spikes to return, so make sure you keep moving.

As you approach Point 3, giant spiked balls begin rolling across the tilting walkway. Dodge through the spiked balls, or tilt the walkway to roll each of the hazards out of your path.

Star Medal

When you reach the end of the tilting walkway, listen for the distinctive sound of the nearby Star Medal. Wall-jump off of the archway's left side to grab the hidden Star Medal before you move on.

Defeat the Boomerang Bros at Point 5 to collect a Boomerang Flower. The hazards just ahead are particularly devious, but this useful power-up should help you get through them.

Star Medal

The level's last Star Medal is floating above the Donut Blocks at Point 6. Dodge through the spikes, then jump over to grab it. When you land, try to touch down on a single platform. If the path ahead is clear, make a running leap across the gap. If you need a moment to time your jump, hop between the remaining Donut Blocks while you look for an opening.

The spikes near the end of the level can make it a bit difficult to jump across the Donut Blocks. You have a little time before each platform drops away, so make sure the path is clear before you attempt each jump. When you reach the last pair of platforms, make a running leap to the top of the Goal Pole.

Special 3-5

This level is very similar to World 6-4, but the vanishing platforms are a bit tricker this time around. Once again, the colored platforms appear and disappear in time with the music, but each one only stays in place for a single beat. To cross the gaps along the path, you must anticipate the appearance of each platform. Listen to the music, and jump between beats to ensure your intended platform appears below you.

One of the ? Blocks at Point 2 contains a Poison Mushroom. When you search these ? Blocks, avoid hitting the one in the middle.

Star Medal

When you reach Point 3, wait for the Wallop to meet you at the door. Jump up to bait the Wallop into doing the same, then hop onto its head when it slams to the ground. When the Wallop recovers, jump up and grab the Star Medal.

Star Medal

The second Star Medal is floating just past the Checkpoint Flag. Jump to the Star Medal just as the yellow platforms are about to appear, then hop off before they vanish again. Hop over to the pink platform as it appears, or simply leap clear across the gap.

Star Medal

Collecting the level's last Star Medal is a dangerous undertaking. Negotiate the vanishing platforms and rotating spikes to reach Point 5, then leap across to grab the Star Medal. The used Block doesn't offer much room to land, so accuracy is the key to a safe jump.

When you cross the platforms at Point 6, make sure you time your jumps to avoid the swinging spikes. Listen to the beat of the music, and watch the spikes swing back and forth. It's best to step onto the blue platform as the spikes are swinging toward you. As you jump over the spikes, the yellow platform should appear beneath you.

Special 3—Ship

Note

You must collect a total of 140 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

When you reach the tightrope, bounce up to avoid the incoming Bullet Bills. These fast-moving enemies are located all throughout the level, so always be ready to make an emergency jump.

Star Medal

The first Star Medal is located on the ledge at Point 2. Jump up to collect it, then continue along the ledge to avoid the Bullet Bills shooting across the deck.

Star Medal

Hit the ? Block at Point 3 to collect a Statue Leaf, but move quickly to avoid the Bullet Bills. Watch out for the Rocky Wrench to the right, and wall-jump to the Star Medal floating high above the deck.

Star Medal

The level's last Star Medal is located below the main path. Deal with any emerging Bullet Bills, and drop through the gap at Point 4. Run through the Star Medal, but make sure you avoid any exhaust from the nearby jet engines.

Before you make your Goal Pole jump, look for the group of Toads cheering you on. Run through the group of Tanooki Toads to reveal a nice stash of coins.

Specials

Special Four

Special 4-1

When the level starts, hit the Roulette Block to collect a random power-up. When you’re ready to continue, hop onto the large cluster of platforms.

As you ride through the level, groups of enemies drop onto the platforms. Depending on the power-up you received from the Roulette Block, these encounters can vary in difficulty. Watch the platforms for the shadows of incoming enemies.

When you pass by the Fire Piranha Plants, some of the platforms begin to drop away. As you deal with incoming enemies, try to stay near the center of the platforms.

Soon after the Bob-ombs appear, spiked balls start rolling across the platform. Use a few tail whips to deal with the Bob-ombs as quickly as possible, then prepare for the spiked balls. Move toward the bottom of the screen and stand at the edge of the platforms. Make sure you position yourself on the line that divides the two sections. Stay put as the spiked balls bounce off of each other and roll safely past you.

Star Medal

The level’s first Star Medal is located on the edge of the retractable spikes. As you pass between the spikes, watch for the Star Medal to appear on the right. When you’re close enough, jump over and grab it. Return to the platforms and deal with any remaining Prongos. The platforms near the bottom of the screen are about to drop away, so make sure you stay near the background.

Star Medal

The second Star Medal is floating above a rubber platform that appears to the left. A group of Magikoopas is waiting nearby, so try to collect the Star Medal before they have a chance to attack. The Magikoopas follow you to the end of the path, and you have very little room to dodge their attacks. If possible, use a few tail whips to clear them out of the area.

Star Medal

Before you jump to the Goal Pole, check the nearby building for the level’s last Star Medal. Jump up along the moving platforms, then make a running leap onto the building. Move to the right until you find the Star Medal’s shadow. Stand on the shadow and perform a backflip to collect the Star Medal.

Special 4-2

Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

When the level starts, dash past the Boos to reveal the invisible platforms at Point 1. Hit the P Switch at the end of the path, then circle around and follow the Donut Blocks to the Warp Box.

Star Medal

When you appear in the next area, look for the Star Medal to the right. As you approach it, the invisible platforms veer off to the right. Make a running leap straight through the Star Medal. As you pass over the gap, more platforms materialize to provide a safe landing. When you land, dodge past the Peepa and continue along the path.

Star Medal

When you approach the Star Medal at Point 3, it flees down the path. Follow it onto the large platform to find a row of ? Blocks. As you approach them, you find yourself surrounded by Boos. Hit the ? Block in the center of the row to collect a Super Star. Dash through the Tail Boo to the right to collect a Statue Leaf, then run through the remaining enemies. When you’re ready to move on, grab the Star Medal and find the hidden platforms to the right.

Tip

Before you collect the Star Medal, search the large platform’s front-left corner. Stand in the center of the revealed platform, then jump straight up to collect a 1-Up Mushroom from an Invisible Block.

After the Warp Box drops you at Point 4, the Cosmic Clone can make it very hard to search for invisible platforms. When you’re not sure where to go, circle the edges of your current platform to keep the Cosmic Clone from catching you.

Star Medal

Follow the platforms to the Star Medal at Point 5. Make a running leap through the Star Medal, then wall-jump over the Cosmic Clone. When you land, follow the platforms to the exit.

Special 4-3

After you deal with the Flophopper at Point 1, search the nearby Blocks to collect a Statue Leaf.

Star Medal

The level’s first Star Medal is hidden behind the waterfall at Point 2. Run through the water to collect it, then collect the coins from the nearby ? Block. When you return to the main path, watch out for the Bullet Bills approaching from the right.

Red Ring

After you exit the waterfall, make a running leap through the Red Ring. When you land, dash to the left and collect all of the Red Coins to earn a power-up.

When you jump to the walkway at Point 4, a Banzai Bill comes flying in from the left. When you land, dash across the walkway to stay ahead of the massive enemy.

As you drop down to the next walkway, watch out for the Bullet Bills flying in from the right. Hop up and search the nearby ? Block to reveal a Boomerang Flower.

Star Medal

The second Star Medal is floating below the path at Point 5. Wait for a Banzai Bill to appear, then follow it toward the Star Medal. Drop down to grab the Star Medal, and wall-jump back up to the path before the next Banzai Bill arrives. Dash across the smaller gaps to the right and drop down to the next walkway. As you continue along the path, keep an eye out for more Bullet Bills.

Star Medal

The last Star Medal is floating under the bridge at Point 6. Use a boomerang to collect it before you jump to the Goal Pole.

Special 4—Mystery Box

After you complete Special 4-3, you gain access to a new Mystery Box. This Mystery Box contains a random encounter. Clear the area and collect your reward before time runs out.

Special 4-4

Note

You start this level with very little time on the clock. To extend the time limit, you must defeat the enemies located throughout the level.

The level starts with just 30 seconds on the clock. Each time you defeat a Goomba you earn a blue + Clock. Hurry down the path and clear out every Goomba you find.

Star Medal

The first Star Medal is located on the main path. Follow the steps down to Point 2 to grab it on your way through the level.

Star Medal

The second Star Medal is located above the ? Block at Point 3. If you’ve cleared out each enemy along the path, you should have a fair amount of time on the clock. Hurry across the cloud platforms and head into the final stretch.

As you drop down to Point 4, look for the Goomba near the center of the platform. Try to land directly on its head, then hop onto the nearby Switchboard.

Star Medal

Ride the Switch-board to the end of the tracks, then drop down to the wooden platforms below you. The last Star Medal is off to the right, leap out to grab it.

Note

Even if you’re using a Tanooki transformation, collecting the Star Medal makes it very difficult to reach the top of the Goal Pole. If needed, revisit the level to make a fresh attempt.

Special 4-5

Star Medal

The ? Block at Point 1 contains a Poison Mushroom, so it’s best to avoid it. Hop onto the blocks and up to the ledge. The level’s first Star Medal is hidden on a small platform behind the wall.

The Peepa at Point 2 can be difficult to dodge. Hop onto the ? Block and use the extra height to jump right over them.

The ? Block at Point 3 contains a Super Star. After you collect it, dash across the crumbling platforms to continue to the next area. Jump over any gaps to maintain your speed, and clear out the enemies along the path until the Super Star wears off.

Red Ring

If you’re quick enough, you should be able to take out both of the Boos near the Red Ring. If the Super Star wears off before you reach Point 4, try to draw the Boos away from their platforms before you pass through the Red Ring. The Red Coins are scattered across the crumbling platforms, so you must plan each jump carefully. Collect all of the Red Coins before they vanish to earn a power-up.

Star Medal

When you reach Point 5, you must perform a series of wall jumps to reach the next area. The second Star Medal is floating high above the ledge, so use an extra wall jump to grab it when you’re within range. When you’re ready to move on, drop back down to the main path.

Star Medal

A Big Boo is blocking the path at Point 6. Jump across the gap to dodge it, then follow the crumbling platforms to find the last Star Medal. Make a running leap through the Star Medal, then follow the platforms to the next area.

Special 4—Ship

Note

You must collect a total of 160 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

After you enter the Pipe at Point 1, you must face a Hammer Bro and two Boomerang Bros. Dash in and take out the Hammer Bro before he has a chance to attack, then dodge incoming boomerangs and choose your next target. Take out all three enemies to earn a Boomerang Flower, then use the Pipe to leave the room.

Star Medal

When you emerge at Point 2, watch out for attacks from the nearby Hammer Bro. A short Blokkablok is circling the area, so be especially careful when you dodge incoming hammers. Defeat the Hammer Bro, then hit the Blokkablok’s single ? Block to reveal a Super Mushroom. When the area is clear, hit the ! Block along the back wall to create a temporary path. Walk to the end of the face Blocks, then jump up to collect the level’s first Star Medal.

Star Medal

Clear out the two Boomerang Bros at Point 3, then use the ! Block to the right. When the face Blocks are in place, follow them to find the second Star Medal.

Star Medal

Walk onto the ship’s bowsprit to find the ! Block at Point 4. Use the ! Block to create a temporary path, then follow the face Blocks to the left. Grab the level’s last Star Medal, then hurry back to the ship before the ! Block resets.

Boss Battle: Boom Boom

Boom Boom hasn’t learned any new moves, but the room’s retractable spikes make things a little more difficult this time around. When Boom Boom performs his spinning attack, the spikes appear along the room’s walls. This prevents you from running away from Boom Boom, so you’ll have to be a little more aggressive. Jump over his spinning arms and land on his head to deliver a damaging blow.

When Boom Boom tucks into his shell, the spikes at the center of the room emerge. If you stay across the room from Boom Boom, the spikes actually help protect you from his attacks. Wait for Boom Boom to emerge, then repeat the process. Jump on his head three times to defeat him, then exit through the Pipe.

Boss Battle: Pom Pom

Run across the Donut Blocks and collect the green + Clock. When Pom Pom appears, dash along the Donut Blocks to flank her, then jump on her head to deal some damage. It takes some time for the Donut Blocks to reappear, so plan your route carefully.

To dodge Pom Pom’s shell attack, circle along the outside of the Donut Blocks. As long as you keep moving, the shell won’t hit you. By the time you complete the circle, Pom Pom should emerge from her shell. Wait for her to choose a platform, then dodge her boomerangs and deliver another blow. Repeat the process until you defeat her and end the encounter.

When you’re ready to end the level, jump onto the ? Block at Point 5 and make a running leap to the top of the Goal Pole.

Specials

Special Five

Special 5-1

This level contains several Red-Blue Panels, so you must plan each of your jumps to safely cross them. As you plan your route, keep an eye on any nearby Boos.

Star Medal

One of the Blocks at Point 2 contains a Statue Leaf. While you collect it, face the nearby Boo to keep it from sneaking up on you. Jump onto the Blocks and hop on the platform, then look for the Star Medal floating to the right. Before you collect it, make sure that the Red-Blue Panels are showing their blue sides. Jump out to the Star Medal and drop down on the red panel as it moves into place.

When you reach Point 3, watch out for the spiked balls rolling across the Red-Blue Panels. Each time a spiked ball appears in front of you, use a jump to flip the Red-Blue Panels out from under it. As the spiked ball falls harmlessly through the path, continue along the repositioned Red-Blue Panels until you spot the next hazard.

Star Medal

When you reach Point 4, follow the path to the left to find the second Star Medal. More spiked balls appear in front of you. Grab the Star Medal, and stay put until the spiked balls drop down to the platforms. Follow them out to the right and continue along the main path.

Star Medal

When you reach Point 5, look for the Star Medal on the path below you. There are a few sneaky Boos hiding in the area, so be careful! Drop down to one of the blue panels, and run toward the Star Medal until the Boos appear. Dodge around them and time your jumps to make sure you always have a panel to land on. After you grab the Star Medal, continue along the platforms.

When you reach Point 6, wait for the row of spiked balls to roll across the path. When it's clear, dash to the right and make a running leap to the Goal Pole.

Special 5-2

Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

Dodge the spikes as you make your way to the Chain Chomp at Point 1. If you move quickly, the Cosmic Clone shouldn't materialize until you make it past the spikes.

Star Medal

Use the ! Block to create a temporary path to the right. When at least two face blocks are in place, follow them up to the nearby Star Medal. The ledge is very small, and the Cosmic Clone is right behind you. Step on one side of the ledge, then circle through the Star Medal to avoid the Cosmic Clone as you jump back down to the main path.

When you reach Point 3, jump across the gap and grab the 1-Up Mushroom. If the swinging spikes are in the way, follow the path to the 1-Up Mushroom, then jump across the gap to circle around the Cosmic Clone.

Star Medal

As you dodge the spikes along the tilting walkway, hop over and grab the Star Medal at Point 4. If you move quickly, the Cosmic Clone shouldn't materialize until you leave the Donut Blocks.

Run between the Chain Chomps and hit the ? Block at Point 5 to reveal a Fire Flower. Jump up to collect the power-up before it lands, or circle around one of the Chain Chomps and grab it on your second pass.

Star Medal

The last Star Medal is floating above the retractable spikes at Point 6. If the spikes are up when you arrive, lead the Cosmic Clone in a circle until you can continue. Dodge the swinging spikes until the retractable spikes drop down, then hop over to grab the Star Medal and continue along the path.

Special 5-3

Star Medal

Wait for the geyser at Point 1 to die down, then move the Switchboard to the end of the tracks. When the geyser erupts, head back over it to reach the ? Block on the upper tracks. Jump onto the ? Block, then hop up to collect the first Star Medal.

Stop the Switchboard at Point 2, and hit the ? Block to collect a Statue Leaf. Make sure you're in position to catch it, then jump across to the next Switchboard. Watch out for the jet engines along the tracks. Wait for the flames to die down before you attempt to move the Switchboard past them.

Star Medal

The second Star Medal is located at Point 3. Watch out for patrolling Paragoombas, and jump up to grab it as you pass by.

The jet engines at Point 4 are placed very close to each other, but they have a convenient firing pattern. Stop near the first engine and wait for it to vent its exhaust. As the remaining engines begin to shut down, continue along the tracks.

Star Medal

When you drop down to Point 5, jump across the Donut Blocks to keep at least two of them in place. After you collect the Star Medal, use the remaining platforms to return to the Switchboard.

Make sure you smash the Blocks at Point 6! The one on the left contains a Statue Leaf. As you continue along the tracks, watch out for the Fake Block hiding in the Blocks ahead of you.

Red Ring

Jump through the Red Ring at Point 7, then dodge the Bullet Bills as you continue along the tracks. Collect all of the Red Coins before they vanish to earn another power-up.

Make sure the Switchboard is moving at top speed when you reach the geyser at Point 8. As you're launched into the air, make a running leap for the top of the Goal Pole.

Special 5-4

Red Ring

Due to the scrolling level and moving platforms, you must move very quickly to stay on the screen. Pass through the Red Ring at Point 1, then jump along the platforms to collect the Red Coins. Watch out for attacking enemies, and collect all of the Red Coins to earn a Statue Leaf.

Star Medal

The first Star Medal is placed right in your path. Pass through Point 2 to collect it, then continue to the Warp Box.

After you pass through the Warp Box, the level starts scrolling upward. Platforms move in from either side of the screen, so you have plenty of options as you make your way up the path. Try to reach the coins along the way, but make sure you aren't left behind.

Star Medal

As you approach Point 4, look for the Star Medal along the screen's right edge. Stand on the pink platform below the Star Medal, and wait for a moving platform to enter the area. Jump onto the platform before it blocks your path, and grab the Star Medal as you continue through the level.

Star Medal

When you reach the Flophoppers at Point 5, move quickly to reach the next platform. The last Star Medal is off to the right, so you must grab it before the platforms move out of position.

Special 5-5

To reach the end of this level, you must use Warp Boxes to move through a series of rooms. Each room contains multiple Warp Boxes, only one of which leads to the next area. When you enter a new area, look for a single coin located near one of the Warp Boxes—this coin always marks the correct path. To leave the first room, run through the coin and enter the Warp Box near the right wall.

The second room is filled with Tail Goombas. Smash the crate on the floor to collect a Statue Leaf. The Warp Box on the ledge to the right is marked with a coin. When you're ready to move on, make your way up to the second floor.

The third room is filled with Piranha Plants. When you arrive, clear out the enemies in front of you, then search the ? Block on the left to collect a Fire Flower. The ? Block on the right contains a Poison Mushroom, so it's best to avoid it. Move up the ramp to the left to find a single coin near a Warp Box.

The fourth room is filled with Dry Bones. Dodge around these persistent enemies and head up to the second floor. To move on to the next area, find the Warp Box in the small bookcase on the back wall.

Star Medal

The fifth room has a single Goomba patrolling the second floor. After you search the first floor, head up and defeat the Goomba to collect the level's first Star Medal. The nearby Warp Box is marked with a single coin. When you're ready, use it to move on to the next room.

The sixth room is filled with Prongos. Hit the ? Block to collect a Boomerang Flower, then make your way up to the second floor. Find the coin located at the edge of the walkway, then jump to the nearby Warp Box.

Star Medal

The seventh room is filled with Peepa, but there's a single Goomba on the first floor. Defeat the Goomba to collect the second Star Medal, then head up the ramp to the left. The ? Block at the top of the ramp contains a Statue Leaf, so make sure you search it on your way to the second floor. When you're ready to continue, use the Warp Box located near the back wall.

Star Medal

The eighth room is filled with Boos, but there's a single Goomba on the lower floor. Dodge past the Boos and defeat the Goomba to collect the level's last Star Medal. When you're ready to leave this room, head up to the second floor and enter the Warp Box near the back wall.

Special 5—Castle

Note

You must collect a total of 180 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

You start this level with very little time on the clock. To extend the time limit, you must defeat the enemies located throughout the level.

The level starts with just 30 seconds on the clock. You land on a Goomba when you enter the castle, but there are many more along the path. There's a boss battle toward the end of the level, so defeat every Goomba you see to ensure you have enough time to complete it.

Star Medal

The first Star Medal is located above the moving platforms at Point 2. When a platform appears from the lava, jump over and grab the Star Medal.

The moving platforms will eventually carry you to the next area, but the ride will waste precious time. Leap across the moving platforms to speed up the trip. When you reach the next area, find a gap in the Lava Bubbles and take out the Goombas at Point 3.

Star Medal

When you reach Point 4, stand on the edge of a metal platform as it approaches the Star Medal. Grab the Star Medal and jump to safety before the platform sinks into the lava.

Star Medal

On your way to Dry Bowser, make sure you collect the Star Medal at Point 5. Stay clear of Dry Bowser's fireballs, and watch out for gaps in the moving platforms. When you're within range, make a running leap up to the Star Medal, then continue along the path.

Boss Battle: Dry Bowser

This time around, Dry Bowser attacks with fireballs, jumps, and tail whips. This battle is very similar to previous encounters, but keep an eye on the clock. Make sure you take out any remaining Goombas to extend the time limit, and move up the path as soon as you find an opening.

The bridge is divided into some fairly small sections. This doesn't leave you much room to dodge incoming attacks, but make sure you stay close to Dry Bowser. If you retreat to a distant platform, you'll miss your chance to slip past him unharmed. Dodge his attacks until he jumps into the air, then dash to the end of the bridge. Hit the switch to end the encounter, then make your way up to the Goal Pole.

Specials

Special Six

Special 6-1

When the level starts, hit the ? Block at Point 1 to reveal a Propeller Box. Each of the nearby ? Blocks contains either a Propeller Box or a Poison Mushroom, so it's best to avoid them for now. Search the area for coins and other objects, or use the Propeller Box to scale the tower.

Note

You'll need a Propeller Box to collect each of this level's Star Medals. If you lose your power-up along the way, return to Point 1 to find a replacement.

Star Medal

Use a Propeller Box to fly up to the Note Block at Point 2. Bounce off of the Note Block, then perform a wall jump and fly up to the first Star Medal. If you're having trouble reaching it, float around the corner to the right. Touch down on the platform to recharge your Propeller Box, then fly up to the Star Medal.

Star Medal

The second Star Medal is floating inside the tower. Fly up from below and use a wall jump to grab the Star Medal, or simply make your way up along the various platforms.

After you collect the second Star Medal, drop straight down and head through the nearby door. Search the ? Blocks along the wall to collect a Statue Leaf. When you're ready, move back to the door and fly up to the next ledge.

Red Ring

Hop through the Red Ring at Point 5, then follow the Red Coins to the right. Collect all of the Red Coins before they vanish to earn a Statue Leaf. When you reach the next door, use the Propeller Box to fly to the top of the tower.

Star Medal

Before you jump to the Goal Pole, make sure you collect the level's last Star Medal. Look for it's shadow at Point 6, then use the Propeller Box to fly up and grab it.

Special 6-2

Note

You start this level with very little time on the clock. To extend the time limit, you must defeat the enemies located throughout the level.

Move quickly across the Donut Blocks, but make sure you jump on the Goombas along the way. Each time you defeat one, 10 seconds are added to the clock. If you fail to defeat these enemies before the platforms break apart, you'll find it very difficult to complete the level within the time limit.

Star Medal

When you reach Point 2, draw all of the nearby Goombas to your position. It takes a while for the third Goomba to reach you, so jump between Donut Blocks to slow the rate at which they drop. After you defeat all three enemies, dash to the edge of the Donut Blocks and jump through the Star Medal.

Red Ring

Pass through the Red Ring at Point 3, then follow the Red Coins across the Donut Blocks. As you grab each Coin, try to leave the surrounding area. Collect all of the Red Coins to earn a Statue Leaf, then turn around and follow the Donut Blocks toward the background.

Star Medal

When you reach Point 4, perform a series of wall jumps to reach the ledge above you. Run through the Star Medal on the Donut Blocks, then drop down onto the Goomba and continue along the main path.

Star Medal

Drop down to defeat the Goomba at Point 5, then make a running leap through the Star Medal. When you land, head through the Warp Box and follow the path to the Goal Pole.

Special 6-3

When the level starts, dodge past the Chain Chomp and hit the Flip Panel on the ground.Climb up and trigger the Flip Panel to the left to create a temporary bridge to the next ledge.

When you search the ? Blocks at Point 2, avoid the one on the left—it contains a Poison Mushroom. Step on the Flip Panel and search the two remaining Blocks to collect a Super Star. Follow the path as it leads you to the back wall, then leap to the platform on the left. When you land, jump up to find the Statue Leaf hidden in an Invisible Block.

Star Medal

Before you trigger the Flip Panel, jump to the ledge on the left to find the level's Checkpoint Flag. When you're ready, return to the Flip Panel and follow the path to the first Star Medal. The ? Block along the way contains a Poison Mushroom, so it's best to avoid searching it.

Watch out for the spikes at Point 4. Jump across the ? Block, then double back and grab the 1-Up Mushroom behind you. There's another 1-Up Mushroom to the right, but you must move quickly if you hope to collect both of them. The path runs to the end of the area, and you must travel the entire distance before it vanishes.

Star Medal

The last Star Medal is floating near the end of the path. The area is swarming with Stingbies, but you may not have enough time to engage them. Dodge past the enemies and position yourself behind the Star Medal. Jump out to collect it and drop down to the Flip Panel. Jump up along the path as it unfolds above you, or wait for the Flip Panel to reset before you jump to the Pipe.

Star Medal

When you exit the Pipe, drop down and somersault through the Blocks to the left. Wall-jump onto the Stingby, then collect the Star Medal from the ledge.

Tip

If you lost your Tanooki transformation, bounce off of a Paragoomba to reach the top of the Goal Pole.

Special 6-4

Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

Star Medal

Run past the ? Blocks at Point 1, then circle back and use them to reach the Star Medal on the ledge to the left. To ensure you avoid the Cosmic Clone, drop down from the ledge before you turn back to the right.

Star Medal

When you reach the spinning platform at Point 2, try to collect the nearby Star Medal. If the platform's angle doesn't allow this, jump to the ledge and circle back to make a second attempt. Each time you change direction, make sure you leave enough space to run past the Cosmic Clone as it catches up to you.

Hop onto the small platform at Point 3, then jump up to reveal a Super Star hidden in an Invisible Block. Use this power-up to temporarily clear out the Cosmic Clone, then bounce up to the next area.

Star Medal

When you spot the Star Medal at Point 4, jump over and grab it. Jump back to the right and follow the spinning platforms to the end of the level. It won't take long for the Cosmic Clone to reappear, so keep moving to reach the Goal Pole!

Special 6-5

As you ride the platform through the first area, watch out for thistles and Boos along the path. Adjust your position each time the platform rotates, and be careful when you attempt to collect the nearby coins.

Search the ? Blocks at Point 2 to collect a Fire Flower. Move toward the bottom of the screen to find a pedestal. Light the pedestal to reveal two Poison Mushrooms and a Super Mushroom. Destroy the Poison Mushrooms with your fireballs, then grab the Super Mushroom and hop onto the nearby Switchboard.

The Boos along the tracks can be troublesome, so be sure to keep an eye on them. When one of these enemies is blocking you, use a fireball to temporarily clear it from your path.

Star Medal

When you drop down to the lower tracks, continue left until the Switchboard stops at Point 4. Jump up to collect the Star Medal, then grab a power-up from the Roulette Block.

Star Medal

Search the edge of the large, rotating platform to find the level's second Star Medal. Before you leave, hit the nearby ? Block to reveal a Super Star and three Big Boos. Grab the Super Star and clear out the enemies before its effect wears off.

The next platform carries you through several enemies, but the thistles along the path are just as dangerous. Watch for upcoming hazards, and dodge through the gaps as you pass by them.

Star Medal

Before you head through the door at Point 7, collect the coins to the right. Jump up to reveal the three Invisible Blocks just above you. Hop onto the used Blocks and jump up to reveal two more Invisible Blocks. Continue up the wall to find one more Invisible Block, then use it to reach the level's last Star Medal.

Special 6—Ship

Note

You must collect a total of 200 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

Due to the scrolling level, you don't have much time to plan your route along the Red-Blue Platforms. If you find yourself in a difficult

position, jump to one of the Blocks along the center of the path and flip the platforms into a more accommodating arrangement.

When you reach Point 2, hit the ? Block at the center of the Blokkablok to reveal a Statue Leaf. The nearby Stingbies make it dangerous to stay put, so consider moving on as soon as you collect it.

Star Medal

To collect the first Star Medal, hurry down to Point 3 and drop through the gap in the stacked Blocks. Grab the Star Medal to the right, then jump back up through the Blocks before they move off the screen. Enter the Pipe to the left to initiate a boss battle, or take the shortcut to the right. To skip directly to the next area, jump up to the ledge and crouch near the used Blocks. Somersault through the single Block at the center of the stack to find a secret passage.

Boss Battle: Boom Boom

If you choose to enter the Pipe, you'll find that Boom Boom has learned a new ability. When he follows you with his spinning attack, he leaves a trail of fire on the ground. You can jump over the flames while you wait for Boom Boom to get dizzy, but consider stopping his attack early. Leap over Boom Boom's spinning fists, and land on his head to deliver a damaging blow.

When Boom Boom tucks into his shell, he behaves like he did in previous battles. Dodge his attacks as he bounces around the room, and wait for him to reemerge.

Whenever Boom Boom's head is exposed, he's vulnerable to your attacks. Simply jump on his head three times to end the encounter.

Star Medal

Jump up past the Fake Blocks at Point 4 and return to the ship's deck. You need to keep moving, so it's best not to fight them. The second Star Medal is located on the Red-Blue Panel in the background. If the platform's blue panel is showing, jump up to move the Star Medal into place. When you see the Star Medal, run over and grab it before it moves off the screen.

Star Medal

The level's last Star Medal is located above the Red-Blue Panel at Point 5. Stand on the blue panel near the Star Medal, then jump up to collect it. There's a set of spikes attached to the platform's red panel, so make sure you jump far enough to avoid them as you land.

When you reach the end of the level, wall-jump between the stacked Blocks at Point 6. When you reach the top, ground-pound the Block nearest the Goal Pole to collect a Statue Leaf.

Specials

Special Seven

Special 7-1

Note

You start this level with very little time on the clock. To extend the time limit, you must defeat the enemies located throughout the level.

Each time you defeat a Boomerang Bro, you extend the time limit by 10 seconds. There are plenty of enemies along the path, but their ranged attacks can make it tough to maintain a quick pace. Collect a power-up from the Roulette Block at Point 1, then head across the tightropes. You'll find at least one Boomerang Bro at the end of nearly every tightrope, so use caution as you cross. Avoid bouncing, and let the boomerangs pass over you as you close in on your attacker. When you're within range, take out the enemy and jump clear of any returning boomerangs.

Note

Like in World 3-4, there's a secret shortcut at the start of the level. Stand on the small ledge near the tightrope on the right, then jump straight up to reveal an Invisible Block. You can use this Block to reach the tightrope above you, but you'll miss the level's first Star Medal if you choose to do so.

Star Medal

The first Star Medal is hidden behind the tree at Point 2. Head back to grab it, then circle around the tree and collect another power-up from the nearby Roulette Block.

Hit the ? Block at Point 3 to reveal a Super Star. Follow the power-up as it bounces to the right. Catch the Super Star as it drops down from the Blocks, then hurry to the nearby enemies.

Bounce up to the tightrope at Point 4 and hit the ? Block to collect a Boomerang Flower.

Star Medal

After you clear out the Boomerang Bros at Point 5, bounce off of the rubber pad and continue up the tightropes. When you reach the highest tightrope, collect the Star Medal from the post to the right.

Hit the Roulette Block at Point 6 to drop a power-up into the nearby pit. Hop down to collect it, then continue toward the end of the level.

Star Medal

Special 7-2

Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

This level is similar to World 6-4, but the Cosmic Clone makes it a significantly different experience. Once again, the colored platforms appear and vanish in time with the music. Use the beat to determine the best time to cross each group of platforms.

Tip

When you're waiting for a platform to appear, run in a small circle to stay in position while you avoid the Cosmic Clone.

Star Medal

Hop onto the ? Blocks at Point 2, then jump up to collect the level's first Star Medal. The ? Blocks contain several coins, so drop down and circle back around if you wish to search them.

Red Ring

To collect the Red Coins at Point 3, jump through the Red Ring just before the blue platform appears. Follow the trail across the first group of platforms, then start across the second group. These platforms are arranged differently from the others, so be careful when you cross them. Collect all of the Red Coins to earn a Statue Leaf.

When you reach Point 4, wait for all of the vanishing platforms to appear before you walk across them. Keep moving to stay ahead of the Cosmic Clone, but move slowly enough to leave each platform just before it disappears. Jump over the fireballs each time they approach, and make your way to the next area. If you managed to earn the Red Ring's Statue Leaf, however, it's much easier to simply flutter-jump between the wooden platforms.

Star Medal

The second Star Medal is floating out of view, so use the shadow at Point 5 to determine its location. Use a wall jump to launch yourself through the Star Medal and over the Cosmic Clone. After you land, lead the Cosmic Clone in a circle until you see an opportunity to cross the next group of colored platforms.

Star Medal

The level's last Star Medal is floating above the yellow platform at Point 6. Leap to the Star Medal after the yellow platform appears, then dodge the spikes and continue to the right. Hit the Block along the back wall to collect a Super Star, then use it to temporarily defeat the Cosmic Clone.

Special 7-3

When you reach the gear at Point 1, Tail Bob-ombs float down into your path. Move quickly to avoid these dangerous enemies as you continue across the platforms.

Star Medal

Jump over to the wooden blocks at Point 2, then rapidly use the ! Block to create a temporary path. Follow the face blocks to the first Star Medal, then jump across to the pole on the right.

Star Medal

Ride the blue platforms to the highest ledge at Point 3, then head through the opening to grab the level's second Star Medal. After you drop down from the ledge, search the ? Block near the back wall to collect some coins, then return to the blue platforms. Ride back up to the highest ledge, then jump down to the ledge on the right.

This narrow corridor is filled with Fuzzies. Look for openings to slip past each group of enemies as you make your way through the area.

Crouch down and head into the narrow passage near the back wall to find a hidden 1-Up Mushroom.

When you reach the gear at Point 5, move to the left and drop down to the row of ? Blocks. The ? Block on the right contains a Super Star. The next ? Block contains a Poison Mushroom, so don't waste time searching it. When you're ready, collect the Super Star and use the Warp Box to return to the main path.

Red Ring

When the platforms rotate into position, jump through the Red Ring at Point 6. Dash through the first two Red Coins, then return to the platform's edge. As the platform rotates, it carries you through the remaining Red Coins. Keep an eye on the nearby Rocky Wrench, and jump over any incoming attacks. Collect all of the Red Coins before they vanish to earn a Statue Leaf.

Star Medal

To collect the level's last Star Medal, stand on the edge of the L-shaped platform at Point 7. When the platform rotates, grab the Star Medal and make your way back to the main path.

Special 7-4

Note

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

The level's Big Cosmic Clone can be troublesome, but you'll encounter much greater dangers on your way to the Goal Pole. As you jump along the flipping platforms, watch out for patrolling Stingbies and revolving spikes. Make sure you have a safe place to land before you commit to each jump. You must keep your distance from the Cosmic Clone, but stay focused on the level's less predictable hazards.

Star Medal

To avoid the spikes at Point 2, you must run along the Red-Blue Panels. Once you pass the spikes, jump across the platform's hinge to flip the first Star Medal into place. As soon as you collect it, leap across to the next platform to stay ahead of the Cosmic Clone.

Star Medal

The level's second Star Medal is floating above the Flying ? Block at Point 3. Hit the ? Block to keep it from moving, then circle back and use it to reach the Star Medal.

Star Medal

Point 4 combines all of the level's hazards into one very dangerous area. You must time your jumps to flip each platform into place while you avoid revolving spikes, a patrolling Stingby, and the Cosmic Clone. The position of the spikes will determine the safest route, but the Cosmic Clone doesn't afford you much time to survey the area. Choose your path quickly, and try to clear out the Stingby as you jump between platforms. After you make it past the first set of spikes, look for the last Star Medal on the platforms ahead of you.

To reach the top of the Goal Pole, you must jump along the Red-Blue Panels at Point 5. The Cosmic Clone follows you until you end the level, so remember to keep moving.

Special 7-5

Note

You must collect a total of 200 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

As you move between ships, keep an eye out for Flophoppers. These troublesome enemies patrol many of the level's spinning platforms. Since these enemies are on the move, it can be difficult to avoid them. When you reach the three ? Blocks on the second ship, hit the one in the middle to collect a Fire Flower. The remaining ? Blocks contain Poison Mushrooms, so it's best to avoid them.

Tip

You can use fireballs to clear out problematic Flophoppers, but it's much harder to hit hovering Magikoopas. When you spot a Magikoopa, jump on its head or focus on dodging its attacks.

Star Medal

When you reach Point 2, make a running leap onto the Flying ? Block, then jump up and collect the Star Medal. If you miss the Flying ? Block on your first attempt, hit it to lock it into place, then backflip onto the used Block. After you collect the Star Medal, make your way across the spinning platforms to the right.

Star Medal

After you make it through the Flophoppers, collect the Star Medal at Point 3. The nearby Magikoopa follows you across the next few platform, so watch out for incoming attacks.

Star Medal

Before you enter the Warp Box at Point 4, use the steps to the right to reach the upper deck. Jump onto the spinning platform and grab the last Star Medal, then drop back down to the lower deck. When you're ready to move on, use the Warp Box to reach the end of the level.

Before you jump to the Goal Pole, walk across the ship's bowsprit to collect a 1-Up Mushroom from Toad.

Special 7-Castle

Note

You must collect a total of 220 Star Medals to unlock this level. If you haven't met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

This level challenges you with both a Cosmic Clone and a starting time limit of 30 seconds. To complete the level, you must keep moving to stay ahead of the Cosmic Clone while you collect the + Clocks located throughout the area.

This level contains a Big Cosmic Clone. This enemy behaves just like the smaller Cosmic Clones, but it's much more dangerous in tight spaces. Its increased size also allows it to smash through various obstacles, so look for chances to use this to your advantage. Aside from the Cosmic Clone, there are no enemies in this level. Keep moving, and focus on collecting the available + Clocks.

Star Medal

When you reach Point 2, lead the Cosmic Clone past each of the columns to clear them from the area. Jump onto the ? Block, then leap through the Star Medal to the left. With the columns out of the way, you have a little more room to move. Circle back to collect the Statue Leaf from the ? Block, then continue along the path.

Star Medal

There's a Super Star hidden in an Invisible Block at Point 3. Run to the back-left edge of the platform and jump straight up to reveal the Super Star. Use this power-up to temporarily defeat the Cosmic Clone, then continue along the path to find the second Star Medal in a small alcove. If you failed to grab the Super Star, the Cosmic Clone makes the tight space fairly dangerous. In this case, stick close to the walls to ensure a safe return to the walkway.

Watch out for the Blocks at Point 4. Whether you choose to jump over them or somersault through them, it's essential that you keep moving. Dart around the columns along the path, or use the Cosmic Clone to destroy them.

Star Medal

As you approach the columns at Point 5, move to the center of the path and wall-jump up through the Star Medal. Slip under the Cosmic Clone as it destroys both columns and follow the path to the bridge.

Weave through the remaining columns as you make your way across the bridge. If you're having trouble slipping past an obstacle, circle back and allow the Cosmic Clone to destroy it. This method takes a little more time, but it helps ensure your enemy won't catch up to you. When you reach the end of the bridge, the Cosmic Clone vanishes. Grab the green + Clock, then follow the path up to the Goal Pole.

Specials

Special Eight

Special 8-1

Note

You must collect a total of 230 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

This level challenges you with both a Cosmic Clone and a starting time limit of 30 seconds. To complete the level, you must keep moving to stay ahead of the Cosmic Clone while you collect the + Clocks located throughout the area.

When the level starts, collect the blue + Clock at Point 1 and continue across the bridge. Jump over the first two sets of spikes, then somersault under the third. Grab the + Clock near the back wall and continue to the left.

There are three ? Blocks at Point 2. The ? Block in the middle contains a Fire Flower, but the other two contain Poison Mushrooms.

Star Medal

The first Star Medal is floating above the swinging spikes at Point 3. Wait for the spikes to move toward you, then jump over them to safely collect the Star Medal.

Star Medal

When you reach the crumbling platforms at Point 4, collect the Star Medal near the back wall. Circle around to avoid the Cosmic Clone as you grab the blue + Clock near the bottom of your screen. Use the remaining platforms to to continue along the path, or drop down and enter the Pipe to the left.

Star Medal

Avoid the Green Shell at Point 5, and move past the Blocks to find the last Star Medal’s shadow. Wall-jump up to the Star Medal, then head through the nearby Pipe.

Search the Blocks at Point 6 to find a Super Star. Grab the power-up before it bounces out of the area, and use it to temporarily defeat the Cosmic Clone. With your enemy out of the way, you shouldn’t have any trouble reaching the top of the Goal Pole.

Special 8-2

Note

You must collect a total of 240 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

To collect this level’s second Star Medal, you’ll need some type of Tanooki Suit. The level contains two Roulette Blocks, but there’s no guarantee you’ll get the desired power-up. If you hope to collect all three Star Medals on your first visit, make sure you have an appropriate power-up before you enter the level.

This level contains many of the spinning platforms you first encountered in World 8-3. Once again, the platforms come in a wide variety of shapes and sizes, so use caution as you jump between them. There are several Rocky Wrenches along the path, and they can be very dangerous in large groups. Watch out for incoming wrenches. As you make your way across the platforms, keep an eye out for incoming attacks.

Star Medal

The level’s first Star Medal is above the spinning platform at Point 2. Move to the platform’s right side and match its speed to keep from falling off. When the platform’s extension lifts you toward the Star Medal, jump up to collect it.

Take out both of the Rocky Wrenches at Point 3, then jump to the spinning platform on the left. Continue across to the small, boat-shaped platform and clear the Rocky Wrench out of the Pipe.

Star Medal

Pass through the Pipe to reach a large platform high above the main path. Smash the Block to reveal a Tail Wheel, then ground-pound the nearby Roulette Blocks. If you’re lucky enough to collect a Statue Leaf, use the Tail Wheel to reach the Star Medal above you. When you’re ready to continue, drop down through the trail of coins to return to the main path.

Star Medal

When you reach Point 5, stop near the end of the large green platform and ride it toward the level’s last Star Medal. Adjust your position to keep from slipping off on the way down, then hop over to the spinning platform. After you collect the Star Medal, use the Warp Box to return to the main path.

There are two Warp Boxes near Point 6, but only one allows you to reach the top of the Goal Pole. When you’re ready to leave the area, move to the left and use the Warp Box behind the Pipe Board. When you emerge, smash the 1-Up Mushroom Board to reveal a real 1-Up Mushroom, then make a running leap to the top of the Goal Pole.

Special 8-3

Note

You must collect a total of 250 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

This level challenges you with both a Cosmic Clone and a starting time limit of 30 seconds. To complete the level, you must keep moving to stay ahead of the Cosmic Clone while you collect the + Clocks located throughout the area.

To stay ahead of the clock, you’ll need to collect nearly every + Clock along the path. It’s important to move quickly, but don’t cut corners if it means you’ll miss one of these essential items.

Star Medal

The level’s first Star Medal is floating at Point 2. As the platforms pass below it, they sink into the lava. Hop onto the nearest platform, and grab the Star Medal as soon as it’s within reach. You must keep moving to avoid the Cosmic Clone, so run along the edge of the platform if you need to buy a little time. Once you have the Star Medal, jump to the next platform to avoid sinking into the lava.

After you dash through the first group of Thwomps, jump straight onto the moving platforms to the right. Grab the blue + Clock floating above the lava, then jump across the platforms to save precious seconds on the way to the next area.

Star Medal

To collect the Star Medal at Point 4, move toward the Thwomp to get its attention. Wait for it to slam down, then wall jump through the Star Medal. The Thwomp moves back up while the Cosmic Clone performs its wall jump, so dash to the left while the path is clear.

Star Medal

The last Star Medal is hidden inside of a column at Point 5. Use the Cosmic Clone to destroy the column at the left edge of the path, then circle around to collect the revealed Star Medal.

Special 8—Toad House

After you complete Special 8-3, a Toad House appears on the level-selection screen. When you find yourself in need of a power-up, unwrap the Gift Box inside the house to collect a Super Leaf. Remember, you only get the power-up from the Toad House once, so make sure you save it for when you need it.

Special 8-4

Note

You must collect a total of 260 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

You start this level with very little time on the clock. To extend the time limit, you must collect the + Clocks located throughout the level.

As you jump along the sinking platforms, ground-pound the ? Block at Point 1 to collect a Boomerang Flower, then hop over and grab the blue + Clock on the next platform. Nearly all of the + Clocks in this level are located along the main path. As long as you keep a reasonable pace, you shouldn’t have much trouble staying ahead of the clock.

Star Medal

At Point 2 you must collect the Star Medal to the right, then use the Warp Box to the left. Spinning the platform along the bolt is a fairly slow process, so use a boomerang to collect the Star Medal from a distance. To save time on the way to the Warp Box, drop down from the platform and run along the top of the bolt.

Red Ring

Jump through the Red Ring at Point 3, then dodge around the Thwomp and follow the Red Coins onto the rolling platform. Stand on the platform’s right side to get it moving, then adjust your position to keep from falling off. Collect the last two Red Coins before they vanish to earn a Boomerang Flower.

Star Medal

When you reach the platform at Point 4, jump off of the rolling cage and grab the blue + Clock. Use a boomerang to collect the Star Medal to the right, then leap back onto the rolling cage and continue through the area.

Star Medal

Try to keep the platform fairly steady on your way to Point 5. When the two Magikoopas appear, take them both out before they have a chance to attack. Continue to the end of the platform to find the level’s last Star Medal. You must move quickly, but don’t allow the platform to spin out of control! Use a boomerang to collect the Star Medal, then spin the platform until you drop down to the Warp Box.

Special 8-5

Note

You must collect a total of 270 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

This level contains a Cosmic Clone. This relentless enemy mimics each of your actions as it follows you through the area.

This level’s cylindrical platforms spin at very high speeds, so it’s generally easier to jump along them instead of trying to run straight across. If you choose to run along the surface of each platform, it will take nearly all of your speed to keep from falling off. This is the only way you are likely to collect the coins, however. To grab the coins, run against the motion of the platform, then veer gently toward your intended direction. The Cosmic Clone makes this method particularly risky, so you must keep an eye on your oversized opponent.

Star Medal

The level’s first Star Medal is behind the Blocks at Point 2. Hop over the Blocks to grab the Star Medal, then jump back out of the area before the Cosmic Clone arrives. As you continue across the deck, weave between the stacked Blocks to maintain your speed.

Star Medal

The second Star Medal is floating above the Blocks at Point 3. Run along the Blocks and grab the Star Medal, then leap back to the main path and continue to the right.

The platform at Point 4 is spinning much more slowly than the others. After you jump on, dash straight across the top of the platform and leap from the edge. As soon as you reach the next platform, jump up and improve your position. The Cosmic Clone is right behind you, so you have to keep moving. The path across the spinning platforms is marked with coins. Jump across the gap to the left, then follow the coins around the area.

Star Medal

The last Star Medal is located on the spinning platform at Point 5. Leap directly to the Star Medal, then follow the coins to the right.

When you reach the last ship, run onto the bowsprit to find a Super Star. Use the power-up to temporarily dispatch the Cosmic Clone, then move back to the right and jump to the top of the Goal Pole.

Special 8—Bowser

Note

You must collect a total of 290 Star Medals to unlock this level. If you haven’t met the unlock requirements, revisit completed levels to collect sufficient Star Medals.

You start this level with very little time on the clock. To extend the time limit, you must defeat enemies and collect the + Clocks located throughout the level.

The level begins with a 30-second time limit. You gain extra time for each Hammer Bro you defeat, but there are also several + Clocks located along the main path. There’s a boss battle toward the end of the level, so make sure you earn as much time as possible.

Star Medal

Keep an eye on the clock when you reach the Switchboard at Point 2. Avoid the Magmaarghs as they swim across your path, but don’t stop moving unless it’s absolutely necessary. Jump on the ? Block above the tracks to collect the level’s first Star Medal, then drop back onto the Switchboard and continue to the right.

Star Medal

The second Star Medal is located behind the Hammer Bros at Point 3. Clear out the two enemies on the lower platform, then head up and take care of the last Hammer Bro. After you grab the Star Medal, jump along the hidden platforms just past the purple carpet.

Note

The level’s last Star Medal must be collected during the upcoming boss battle.

Star Medal

As you battle your way past Dry Bowser, make sure you grab the Star Medal at Point 4. If you end the encounter before you collect it, you must revisit the level to make another attempt.

Boss Battle: Dry Bowser

When Dry Bowser appears, he begins attacking with fireballs. As you make your way toward him, watch for the Hammer Bros that spring up along the path. New Hammer Bros appear throughout the encounter, so take them out as quickly as possible.

When you reach Dry Bowser, dodge his fireballs and tail whips until he jumps into the air. When he lands, the impact sends a powerful shock wave through the area. It’s very difficult to dodge this attack if you’re too close to his landing spot, so it’s best to keep your distance. Jump over the shock wave as it approaches you, then slip past Dry Bowser as he begins his next attack. When he jumps ahead of you, repeat the process to continue along the path.

You’ve survived several similar encounters, so the time limit may be your biggest concern. Make sure you defeat each Hammer Bro as it appears, and remember to collect the Star Medal at Point 4. Stay clear of Dry Bowser’s attacks, and run past him each time you see an opening. Cross the bridge and jump on the Bowser Switch to end the encounter.

Specials

Special 8-Crown

Note

In order to gain access to this level you must finish every world as both Mario and Luigi, collect all the Star Medals, and reach the top of every Goal Pole.

You've done it all: completed every level as Mario and Luigi, collected every Star Medal, and reached the very top of every Goal Pole. Surely with all of that playtime you can easily finish this new level you've unlocked, right? Well you are in for a surprise. This level is by far the most difficult in *Super Mario 3D Land*. It will take longer to complete than any other level and has no checkpoints or power-ups. In the following pages, we will assist you in conquering this truly challenging level by showing you what lies ahead, recommended jumps, and what not to do. Even with all of our tips, this level will take quite a few attempts; the timing for some of the jumps required has to be precise. Good luck, have fun, and remember that this level wasn't meant to be conquered on the first try!

When the stage begins, run forward and jump onto the first yellow platform. While dodging the hammers from the Hammer Bros, jump to the blue platform that isn't occupied by an enemy. From this platform, jump to the red platform. If you're quick enough, you can jump right onto the head of the Hammer Bro residing on it. Ignore the other Hammer Bro—just focus on jumping along the platforms.

When the Boomerang Bro moves in to attack, just jump right by him. If you're fast enough, you'll be out of range before he throws his first boomerang. When you reach the large platform, take the Warp Box to the next area.

Now things really get tough! After you exit the Warp Box, run toward the Goomba ahead of you. Keep your speed up as you jump onto its head and bounce to the next platform. You don't want to lose your momentum here—stopping increases your chances of failure!

Leap to the Goomba on the wooden block, then bounce across to the blue platform. Jump to the Goomba on the used Blocks, then bounce clear across the next gap. The success of each jump depends on maintaining your speed. You don't have much time to react, so keep watching the path ahead of you!

As soon as you land, leap across to the next used Block. The used Block makes a for very small target, and the slightest delay can send you sailing right past it.

Maintain your speed as you land to dash right over the small gaps along the path. When you reach the very end of the path, jump up to the used Blocks along the wall in front of you.

Tip

This is a great spot to catch your breath. The section you just completed is very difficult to master, and it probably took you more than one attempt! If you did it on your first try, congratulations! You are quite the platforming master!

When you're ready to continue, follow the used Blocks to the right. After you jump across the first gap, it's essential that you keep moving. Leap from the used Blocks and bounce across the two Paragoombas. If you time each jump properly, you should land near the Blokkablock on the blue platform.

Next take out the Blokkablok before you press onward. After you have dispatched the Blokkablok, jump up onto the next three platforms and stop.

When you reach the third platform, move toward the front edge to gain the attention of a Stingby. Let the Stingby come to you and jump on it to remove an unnecessary hazard for the jumps ahead.

Once you have dispatched the Stingby, get a full running start and jump to the next platform. Like the last area, you'll want to keep running forward without stopping between your jumps. From the next platform you land on, jump from the very edge towards the next wooden one.

For the jump from the wooden platform, you'll want to hold back a little in order to not overshoot Toad standing ahead of you. Land directly on Toad's head and bounce toward the next platform while still holding forward the entire time. Go down the Pipe, and prepare to face Pom Pom and Boom Boom at the same time.

Boss Battle: Boom Boom and Pom Pom

As soon as the encounter begins, jump to the higher ground and jump on Pom Pom's head for the first hit. Shortly after, Boom Boom should be finishing spinning and fall over dizzy; jump on his head for the first hit.

Repeat this pattern until you finish off Pom Pom, and get ready, because as soon as she's finished, the second level drops, allowing Boom Boom to chase you with no safe spot to stand. For the final hit on Boom Boom, have him chase you while you run along the outside wall. Do not stop, and make sure not to loop back, because Boom Boom leaves behind a trail of fire while he is spinning. Once he stops, jump on him for the last time, and prepare to move on to the next area.

In this next area, you are greeted by Toad and a Switchboard. Hop on the Switchboard, and ride it forward, revealing Fuzzies that are in your way.

Use the Switchboard's front and back arrows to time going through the Fuzzies. You will need to jump over the last set of Fuzzies since their path goes directly down the area you need to travel. The Switchboard will fall twice onto new tracks. Once it hits the bottom set of tracks, you'll need to jump to the next Switchboard as soon as the one you are on starts falling into the starry night sky.

The next section isn't so bad when compared to the last but can easily turn disastrous if you let your guard down. Ride the Switchboard near its center, but keep on the forward arrow while kicking away any Tail Bob-ombs that get near you.

A soon as the Tail Bob-ombs are gone, you'll notice some very nasty hazards ahead: multiple Fire Bars. Go ahead and step back and forth on the Switchboard while the Fire Bars are in your view before you approach them; learn their pattern some, and then proceed when you are ready.

You'll want to do very short little jumps here that clear the Fire Bars but keep your Switchboard moving forward. The longer you linger in the path of the Fire Bars, the higher your chance of not making it through.

After you pass by the final Fire Bar, get ready to jump off your Switchboard onto a new platform that has a Warp Box. Take a quick breather, and jump into the Warp Box when you are ready.

If you brought along a Super Leaf, now is the time to use it! The Tanooki Suit is a great help on the Donut Blocks ahead of you.

Now you'll need to dodge Fire Bars and move very quickly or risk falling due to all of the Donut Blocks. Keep moving through the area quickly while dodging all of the Fire Bars. Try not to run across every Donut Block just in case you need to jump a step backward to avoid a Fire bar.

After clearing the final Fire Bar, take another quick breather, because once you jump into the next Warp Box, you can't stop!

As soon as you emerge from the Warp Box, you'll see those purple dots you've come to know quite well. Yep, its Big Cosmic Clone time! When you land from the Warp Box, run ahead and jump immediately to your left.

Take a good look at the area ahead; just circle a few times to keep the Big Cosmic Clone off you. At first glance you appear to be blocked in, but there is actually a way for you to get through: crouch!

Crouch-walk under the set of engines that are the second set from the edge as shown in the screenshot.

As soon as you are clear, start running and jump past the Chain Chomp. You will then need to jump over the spiked bar in your way.

Just keep jumping at this point as you move forward in order to keep the Wallops in place that block your way. Don't stop for anything, and jump into that Warp Box!

You emerge from the Warp Box to have Toad standing before you, and there's a green switch. What challenges await you now after all you have just been through? Just one. Step onto the green switch, and then proceed onto the yellow lift platform to your right to face this challenge…

The only challenge left is to not fall off the platform from excitement! You've done it! The hardest level of Super Mario 3D Land has been defeated by you! Take pride in this moment; you've truly earned it.

Proceed through the final Warp Box after seeing the special thank-you message. Time your jump perfectly, and get that final golden flag from the Big Goal Pole!

How to Play

The Basics

Using the Touch Screen

All of the action may take place on the top screen, but the Touch Screen is an invaluable tool. The bar at the top of the Touch Screen displays the current level, the Star Medals you've collected, and the extra lives you have at your disposal. The buttons in the bottom-right corner temporarily change the camera angle, allowing you to get an enhanced view of the area. However, the bulk of the Touch Screen is reserved for its most important feature. When an active suit or transformation is replaced with a new power-up, your original power-up is moved to the Touch Screen—as long as you have the space for it. This means you can carry up to two power-ups at any time.

Note

To use your stored power-up, simply tap the icon in the center of the Touch Screen.

During level selection, all of the Touch Screen's information is moved up to the top screen. In its place, you'll find some handy navigational tools. Tap the tabs along the top of the Touch Screen to quickly move between available worlds. The Touch Screen also displays a simple map of your selected world. When you tap a point on the map, Mario automatically runs to the corresponding level.

Game Progression

Playable Levels

Reach the Goal Pole—that's all you have to do to beat a level. Of course, what sounds like a simple task is made much more difficult by relentless enemies, devious traps, deadly falls, and any number of other challenges. The game keeps track of each level you clear, each Star Medal you collect, and whether or not you've made it to the very top of each Goal Pole. If you hope to see everything the game has to offer, you must complete all of these tasks.

Locked Levels

Each world contains at least one locked level. To unlock these levels, you must collect the indicated amount of Star Medals. You can often skip past locked levels, but doing so will affect your Star Rating.

Toad's Houses

Every so often, you'll gain access to a Toad House. These areas are completely optional, so you can safely skip past each of them.

Red Toad Houses each contain a Gift Box that you can open to collect a power-up. When you exit the house, it disappears from the map if you opened the Gift Box. Before you enter a red Toad House, make sure you have room to collect the power-up.

The blue Toad House in World 3 contains an album that you can use to view the various pictures you collect on your adventure. This house never disappears, so you can visit as often as you like.

Mystery Boxes

As you unlock new areas, you'll discover a variety of Mystery Boxes. These special areas offer simple challenges and useful rewards. Mystery Boxes accessed from the level-selection screen usually contain a random encounter. Defeat all enemies or objects to earn coins, power-ups, or even Star Medals!

After you enter a Mystery Box, you have 10 seconds to identify and complete the challenge. When the time expires, the Mystery Box disappears.

StreetPass

When you have StreetPass activated, you can exchange Mystery Boxes with other players and have Toad Houses appear! A Mystery Box from another player will always contain a Star Medal and is the only way you can reach the maximum of 999! You'll know when you receive a Mystery Box from another player because it will be marked with their Mii character's face on the world-select screen. Your best times for every level will be shared with other players you meet through StreetPass as well after you've viewed the ending for Super Mario 3D Land for the first time.

3D Areas

3D areas contain optical illusions that make it difficult to determine the locations of platforms, pick-ups, and other important objects. Each time you enter a 3D area, a special icon appears in the lower-right corner of the screen. If needed, adjust the 3D depth slider on your Nintendo 3DS system to break the illusion.

How to Play

Controlling Mario

Basic Moves

Jump

Press (or) to jump into the air. Whether you're bounding between platforms or attacking vulnerable enemies, jumping is one of the most important skills you can master. The longer you hold the Jump button, the longer you'll stay in the air. Tap the button for a quick hop, and hold the button for a significant leap.

Dash

Hold (or) while moving to break into a run. Aside from the obvious time-saving benefits, dashing greatly increases the height and distance of your jumps.

Crouch

When your height prevents you from entering a narrow passage or avoiding an incoming hazard, press (or) to crouch down. Crouching greatly reduces your movement speed, but it allows you to reach many of the game's secret areas.

Advanced Moves

Long Jump

While running, tap (or) quickly then (or) just before you jump to perform a long jump. This move adds a little extra distance to Mario's leaps!

Rolling Long Jump

When a low ceiling prevents you from leaping across a large gap, the rolling long jump might just do the trick! During a somersault, tap (or), then quickly press (or) to dive forward. This allows Mario to minimize the height of his jump without sacrificing distance.

Ground-Pound

Jump into the air, then press (or) to slam down with impressive force. Use a ground pound to smash Blocks, enemies, cardboard cutouts, and a variety of other objects.

Wall-Jump

Jump toward a wall and hold the Circle Pad in the direction of the wall as you make contact. When you start to slide down, hit (or) to push off of the wall. Wall jumps allow you to reach much greater heights than would otherwise be possible. If you position yourself between two suitably located surfaces, you can usually perform a series of wall jumps to reach otherwise-inaccessible areas.

Somersault

Crouch down and hold the Circle Pad in your intended direction, then press (or) to perform a somersault. Use this handy move to smash through Blocks and speed through narrow passages.

Backflip

The backflip takes a moment to charge up, but the extra height is well worth the wait. Hold (or) to crouch down until you start to emit a faint glow, then press (or) to launch into a vertical backflip. If you're attempting to reach a ledge or platform, it's best to face away from your target as you crouch down.

Side-Flip

To perform a side flip, dash in one direction, then simultaneously reverse direction and press (or). This move shifts your momentum, allowing you to change directions without skidding to a stop. Use side flips to spring away from unexpected dangers.

Special Techniques

Climbing

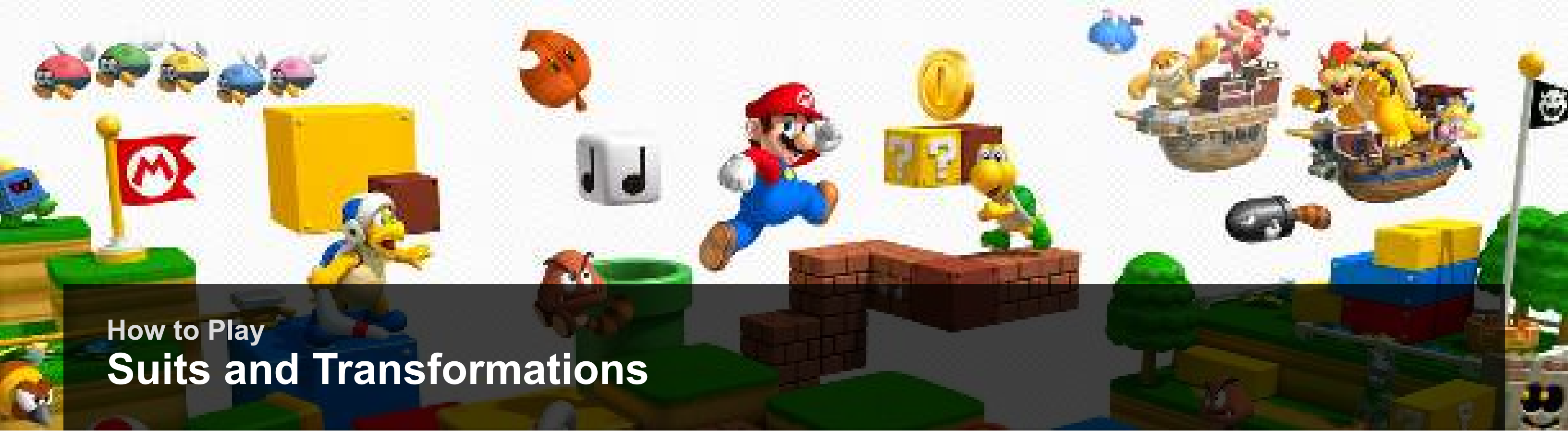
Some levels contain poles or trees that you can climb. Jump onto a climbable object to latch on, then use the Circle Pad to move in any direction. To stop climbing, simply jump away from the object. If you climb to the very top of a tree, Mario pops out of the leaves to perform a handstand. Press $ (or) from this position to handspring up to floating objects or high ledges.

Swimming

When you head into the water, walking just doesn't cut it; tap $ (or) to swim. Swimming increases your speed, but it also propels you upward. Each tap of the button results in a single stroke. Adjust your timing to sink and swim as needed.

Bouncing

Bouncing requires precision timing and a suitable target. You can bounce off of tightropes, Note Blocks, rubber platforms, and a variety of enemies. Jump onto your target and hit $ (or) just as you make contact. If you time it right, you'll spring high into the air.



How to Play

Suits and Transformations

Mario

In his standard form, Mario can jump, dash, and smash with the best of them. With his impressive athleticism and resilience, Mario is capable of overcoming almost any challenge. If Mario suffers damage, he's reduced to a more vulnerable form. When this happens, look for a Super Mushroom to get Mario back into fighting shape.

Small Mario

When Mario takes damage, he becomes Small Mario. In this state, Mario is at his most vulnerable. Small Mario can't break through Blocks, and a single hit will put an end to his adventure. This doesn't mean Small Mario is defenseless, however. In this form, Mario can still combat enemies, traverse hazardous areas, and perform his acts of customary heroism—he just has to be a little more cautious until he finds a fresh power-up.

Fire Mario

When Mario collects a Fire Flower, he's transformed into Fire Mario. In this form, Mario can use fireballs to attack his enemies from a safe distance. Not all enemies are vulnerable to fireballs, but Fire Mario can easily adapt to these situations. Fire Mario has all of Super Mario's acrobatic moves, so he's always ready to switch up his attacks. This rare transformation also makes our hero a bit more durable. When Fire Mario takes damage, he simply reverts to Mario's normal form.

When in this form, press (or) to skip a fireball across the ground. Fireballs bounce off of walls, making them particularly effective in enclosed spaces. Fireballs can also be used to ignite special pedestals, revealing hidden items or secret areas in the process.

Boomerang Mario

When Mario collects a Boomerang Flower, he becomes Boomerang Mario. Like the Fire Mario transformation, this form allows Mario to attack from a distance. However, Mario can use boomerangs to take out flying enemies his fireballs could never reach! Boomerangs are also able to collect pick-ups, making this a particularly versatile transformation.

When in this form, press (or) to throw a boomerang. You can only use one boomerang at a time. After you throw a boomerang, you must wait for it to return or break before you can throw the next one.

Note

Enemies that can withstand fireballs generally are immune to boomerang attacks.

Tanooki Mario

When Mario collects a Super Leaf, he transforms into Tanooki Mario. In this form, Mario can perform gravity-defying flutter jumps and devastating tail whips! Flutter-jumping slows Mario's descent to such an extreme, he practically walks on air. Tanooki Mario can use his tail whip to attack enemies, smash Blocks, and activate Tail Wheels. When combined with Mario's acrobatic skill, the Tanooki Suit is one of his most versatile outfits.

Flutter-jump by holding $ (or) while in the air. This not only extends the duration of your jump, it allows you make midair adjustments for precision landings. To perform a tail whip, tap (or).

Statue Mario

When Mario collects a Statue Leaf, he undergoes a special Tanooki transformation. As long as he's wearing a neckerchief, Tanooki Mario can perform a ground pound to turn into Statue Mario. In this form Mario can't move, but he's immune to all damage. Each Statue Mario transformation is temporary, but the next one is only a ground pound away; as long as you have a Statue Leaf, the Statue Mario form can be used whenever you like.

Jump into air, then press (or) to become Statue Mario. Hold the button to maintain the transformation for up to eight seconds.

Tip

Statue Mario is best used to deflect projectiles and moving hazards. Although some enemies ignore Statue Mario, others will rush in and wait for the transformation to wear off!

White Tanooki

If you lose five lives on a single level, you'll have the opportunity to don the White Tanooki Suit. This suit has all the abilities of a standard Tanooki Suit, but it also makes Mario immune to damage. Keep in mind, however, that this suit won't protect you from deadly falls. If you lose ten lives on a single level, the P-Wing becomes available. The P-Wing is a powerful item that takes you straight to the end of a level. When these items are available, you can collect them from the Assist Blocks that appear at the start of the level (or near the Checkpoint Flag, if you've made it that far).Be warned that Assist Blocks aren't offered in Special Worlds, nor do they appear in any levels you've already cleared.

Propeller Box

Using the Propeller Box, Mario can launch himself to amazing heights and float gently to the ground. This allows Mario to explore areas that would otherwise be impossible to reach. The Propeller Box acts as a temporary suit that Mario can slip right over his current outfit. When he suffers damage, the Propeller Box is destroyed.

Note

While in the air, press $ (or) to launch yourself upward with a burst of speed. You must return to the ground before you can use the ability again. After each launch, hold $ (or) to slow your descent. This ability can be used anytime before you land. Each Propeller Box can only be used while you're in the level—once you reach the Goal Pole, Mario tosses it away.

The Propeller Box is very useful, but it does limit the effects of certain power-ups. While active, the Propeller Box prevents you from throwing fireballs and boomerangs; tail whips, however, can still be used.

? Box

? Boxes look just like ? Blocks, but they behave very differently. When Mario hits one of these rare items, the ? Box breaks free and encases Mario's upper body! Like Propeller Boxes, ? Boxes act as temporary suits. As Mario moves, the ? Block generates coins. When he takes damage, the ? Box is destroyed.

Tip

If you reach the Goal Pole with an active Propeller Box or ? Box, you'll be rewarded with an extra life!

How to Play

Items and Objects

Power-Ups

Super Mushroom

The Super Mushroom turns Small Mario into Mario. You'll find a few of these in predetermined locations, but they have a real knack of showing up when Mario is at his most vulnerable. When you're playing as Small Mario, Blocks that would otherwise contain more advanced power-ups usually provide Super Mushrooms.

Note

Super Mushrooms don't override other power-ups. If you're already carrying a spare power-up, you can collect a Super Mushroom to earn 10 coins.

1-Up Mushroom

The 1-Up Mushroom is among the most important power-ups you can find. Instead of granting new abilities, a 1-Up Mushroom provides you with an extra life. These valuable items are spread all throughout the game, so make sure you grab each one you find.

Fire Flower

The Fire Flower turns Mario into Fire Mario. This useful power-up is fairly rare, so take full advantage when you're lucky enough to find one.

Boomerang Flower

This power-up grants Mario the Boomerang Suit. You'll find Boomerang Flowers throughout the game, and they're always worth collecting.

Super Star

When collected, Super Stars make Mario temporarily immune to all damage. While under the Super Star's effect, Mario can defeat enemies simply by running through them. These rare power-ups cannot be stored, so make sure you're ready to use one before you collect it.

Super Leaf

When Mario collects a Super Leaf, he becomes Tanooki Mario. The Super Leaf is one of the game's most important power-ups—fortunately, it's also one of the most common. When you come across a Tail Wheel, chances are there's a Super Leaf in the area.

Statue Leaf

This power-up grants Mario an enhanced Tanooki transformation, allowing him to become Statue Mario at any time. Once you reach the Special Worlds, the Statue Leaf is a very common—and very welcome—power-up.

Propeller Box

When you find a Propeller Box, it's fairly likely you're going to need it. Since these items can only be used within the level, make sure you search each area for ledges and objects high above the ground.

Pick-Ups

Coin

You'll find coins scattered throughout every level. Whether they're hidden in Blocks or out in the open, coins are the most common pick-up you'll find. Each time you collect 100 coins, you earn an extra life.

Note

Many levels contain large golden rings called coin rings. These are typically used to mark suggested paths. Pass through a coin ring to collect five coins.

Star Medal

Star Medals are, hands down, the most important pick-ups you'll come across. Each level has three Star Medals, and you'll need to collect all of them to earn the maximum Star Rating. Locked levels can only be accessed after you've collected the required Star Medals. You'll have to do a lot of footwork to track them all down, but your effort will be rewarded.

Red Coin

Red Coins appear after you pass through a Red Ring. They vanish after a short time, so you must move quickly if you hope to collect them. If you manage to get them all, you'll be rewarded with a power-up.

+ Clock

Mario is always racing against the clock, and + Clocks allow him to stay one step ahead. Blue + Clocks grant 10 additional seconds, while green + Clocks provide a whopping 100 seconds.

Objects

Block

Blocks are common objects in nearly every level, but they serve a variety of purposes. Some Blocks form platforms or ledges to help you reach new areas, while other Blocks form obstacles that slow your progress through a level. Most Blocks can be smashed, but occasionally you'll find one that contains a pick-up or a Tail Wheel. You won't generally have enough time to check every Block in a level, but small groups of Blocks are usually worth a look.

? Block

? Blocks always contain an item of some kind. Most ? Blocks contain coins, but they're also the most common source of power-ups. As a rule, you should never pass by a ? Block without checking its contents.

Tip

Not all Blocks can be seen! Invisible Blocks are only revealed when hit from below, and they always contain an item of some kind. More often than not, you'll find Invisible Blocks by accident, but it never hurts to keep an eye out for a circle of coins or a suspiciously placed Block.

Roulette Block

A Roulette Block quickly cycles through a number of power-ups. When you hit a Roulette Block, it rewards you with its current contents.

Note Block

Note Blocks put a little extra spring in Mario's step. Note Blocks are usually located below items and platforms that can only be reached with a well-timed bounce.

Super Note Block

Super Note Blocks always lead to secret areas, so never pass one by without hopping on.

Directional Block

Directional Blocks can be used to reach objects and platforms that would be otherwise inaccessible. When you hit a Directional Block, it moves in the direction indicated by its arrow. A single hit causes the Directional Block to move a short distance. Use additional hits to gradually move it into the desired position.

! Block

Each time you hit a ! Block, a face block pops out of it. Hit the ! Block until all of its face blocks are in place to create a temporary path. ! Blocks reset after a short time, so it's important to move quickly.

Warp Box

When you touch a Warp Box, you're whisked away to a predetermined location. Although some Warp Boxes allow you to move freely between areas, others disappear once you use them. If you're not sure where a Warp Box leads, take care of any unfinished business before you enter it.

Baddie Box

When you approach a Baddie Box, an enemy pops out of it. Baddie Boxes contain an endless supply of willing foes, so it's usually best to run right past them.

Rock

When Mario runs up to a Rock, he kicks it into the air. When the Rock lands, it cracks open and reveals a coin. If you manage to kick a Rock into a pipe, you'll be rewarded with a 1-Up Mushroom.

P Switch

Step on a P Switch to uncover secret coins, reveal hidden trails, or move platforms into place. Most P Switch effects are temporary, so make sure you move quickly!

Red Ring

Before you pass through a Red Ring, make sure you check for nearby enemies. After you trigger the Red Ring, you have a short time to collect the revealed red coins. In some levels, Red Rings are your only source for vital power-ups. If you find an unusable Tail Wheel at the start of a level, check the path ahead for a Red Ring.

Note

Each Red Ring offers a predetermined power-up, but the reward switches to a 1-Up Mushroom if you're already using a suit or transformation.

Flip Panel

Step on a Flip Panel to create a temporary path. Flip Panels reset after a short time, so make sure you're not standing on the path when they do.

Checkpoint Flag

Touch a Checkpoint Flag to mark your progress through a level. If you lose a life later in the level, you'll be returned to the Checkpoint Flag. This is a real time-saver, so make sure you have plenty of extra lives on hand to be able to start from the Checkpoint Flag if needed.

Note

When Small Mario triggers a Checkpoint Flag, it returns Mario to his normal size.

Goal Pole

The Goal Pole signals the end of a level. To claim victory, you must jump onto the Goal Pole before time runs out. If you manage to jump to the very top of a Goal Pole, you're rewarded with an extra life.

Tip

Try to reach the top of every Goal Pole! This is an important step in unlocking the game's ultimate challenge.

Binoculars

Binoculars can provide useful information about the path ahead of you. Occasionally, you'll find valuable items and alternate routes that can't be seen from the main path. Whenever you're looking through Binoculars, keep an ear out for Toad. Toad calls out if he's in the area, so he's fairly easy to find. When you zoom in on Toad, he always rewards you in some way. Toad is eager to give gifts, so you can usually count on a power-up of some kind. Every so often, however, Toad will reward you with a valuable Star Medal.

Pipes

Pipes offer a quick and easy way to move between areas. Some pipes simply allow you to proceed through the level, but many of them lead to secret rooms. Every pipe leads somewhere, so make sure to keep an eye out for them.

Tail Wheel

When you spot a Tail Wheel, there's probably a valuable item somewhere above you. Tail-whip a Tail Wheel to raise yourself up to a secret area. Of course, only Tanooki Mario can do this, so you'll have to find a suitable power-up.

Switchboard

When you find a Switchboard, hop on to go for a ride. When you step onto a Switchboard, it activates one of two switches. Each switch moves the car in the corresponding direction. The trip is rarely a smooth one, however. Always be ready to reverse direction or jump to safety.

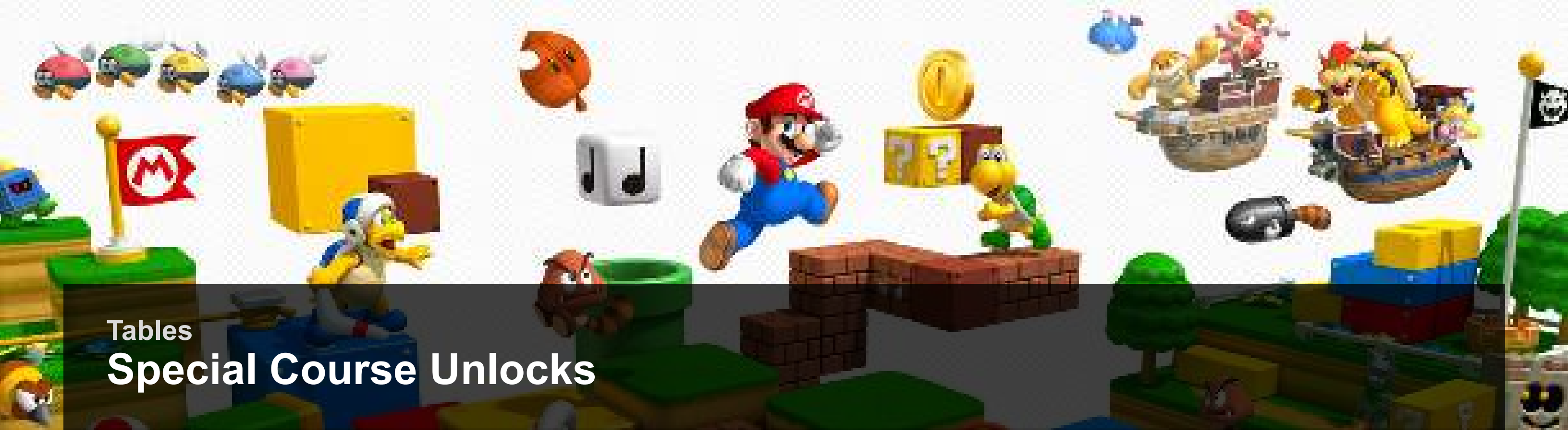
Cannon

Some levels contain special cannons that you can use to reach new areas. After you climb into a cannon, use the reticle to choose your trajectory. When you do, keep in mind that the obvious target is not always the best one. Before you fire off a cannon, always check the area for valuable pick-ups and alternate routes.

Tables

Course Unlocks

Course	Star Medals Required to Unlock
W1-4	3
W3-5	15
W4-3	30
W5-3	40
W5-Bowser	50
W6-5	60
W7-3	70
W8-3	80
W8-Bowser 1	90
W8-Bowser 2	100



Tables

Special Course Unlocks

Special Course	Star Medals Required to Unlock
S1-Bowser	110
S2-Airship	120
S3-Airship	140
S4-Airship	160
S5-Bowser	180
S6-Airship	200
S7-Bowser	220
S8-1	230
S8-2	240
S8-3	250
S8-4	260
S8-5	270
S8-Bowser	290